Wat heeft iedereen gedaan?

Berber:

- Scripts
  - Inventory
  - VREyeRaycaster
  - VRInteractiveItem (Except Pickup-region)
  - CamInput
- Animations
  - Doors
  - Lockers
- Made the scripts work with the models
- Puzzles
  - Puzzle 1 (The door opens if you pick up all the tablets)
  - Puzzle 3 (You can open the last door if you have all the keys in your inventory)

Jeremy:
- Scripts
  - VRInteractiveItem (Pickup and Putback section)
  - QuestionManager (Part of the math puzzle (Puzzle 2))
- Puzzles
  - Puzzle 2 (You get the next question if you have answered correctly)

Teake:
- Scripts
  - Helped with scripts VREyeRaycaster and VRInteractiveItem.

- Level
  - Put the models in the eventual level.