MonoBehaviour PlayerHand + CurrentState + OwningPlayer # objectInHand currentState + GrabObject() + DropObject() + ForwardInteractableObject() # InvokeInRestingPosition() # InvokeOnReachedInfrontOf FacePosition() # InvokeOnStartMovingToRest Position() # InvokeÖnStartMovingInfront OfFace() **PCPlayerHand** MoveHandKey + p - restPosition infrontOfFacePosition metaDisplay movement Time velocity + DropObject() + GrabObject() - Start() OnDrawGizmos() Update() HandleMovement()

MoveTo()