IHoldableObject

+ Object

+ OnHeldInfrontOfFace()
+ OnPutAway()
+ OnStartedMoveInfrontOfFace()
+ OnStartedMoveAwayFromFace()
+ PositionObjectInHand()
+ OnGrabed()
+ OnDropped()
+ IsInterestedInInteractable
Objects()
+ SetInteractedObject()

MonoBehaviour

IInteractable

+ Object

+ Interact()

#objectInHand

-lastFrameInteractedObj

PlayerHand

+ CurrentState
+ OwningPlayer
- _currentState

+ GrabObject()
+ DropObject()
+ ForwardInteractableObject()
# InvokeInRestingPosition()
# InvokeOnReachedInfrontOf
FacePosition()
# InvokeOnStartMovingToRest
Position()
# InvokeOnStartMovingInfront
OfFace()