**Logic Components in Unreal 4: Tasks (In Progress)**

**MOVABILITY**

* ~~Exception handle while no objects are held~~  **DONE**
* Objects cannot break apart when dragging one part at a time
* Objects must only move on a 1-dimensional plane at a time
* Objects cannot collide
* Snapping objects together - SHOULD REDESIGN WIRE FIRST
* Objects should rotate
* Some objects cannot be movable (EX breadboard)

**COMPONENTS**

* Interconnections of breadboard, interacting with components
* Power Supply

**USER INTERFACE**

* INSTANTIATION OF OBJECTS
  + Spawning of wire upon clicking
* Drag and drop of objects from inventory ([youtube](https://youtu.be/dnoMQF1ZqtQ))