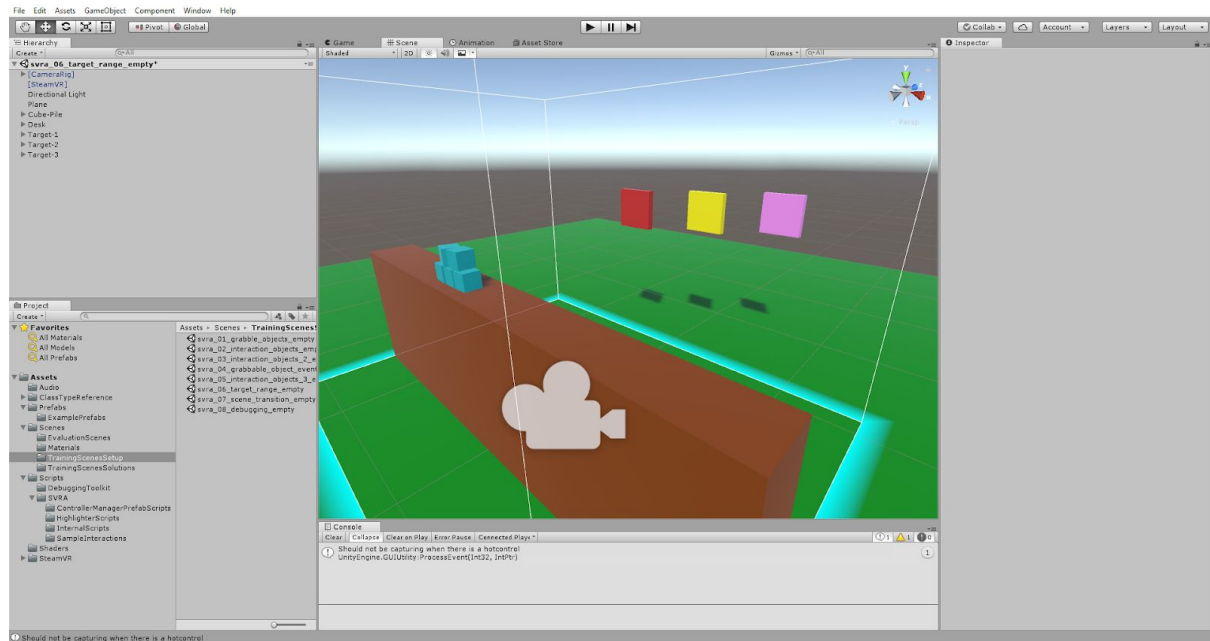**SVRA Tutorial 6: Target Range Minigame**
This tutorial will showcase the snapzone hover system for objects by building a moving target within a simple throwing target range scene.


Setting up snapzone hover objects (look naming things well turns out to be really hard) allows you to setup a position for an object where it can snap to be held in place. It can either be made to hover in place from that position or alternatively held statically in place. To setup this effect setup a grabbable object and on object add the SVRA_HoverSnapZone script. This is where you setup the animation movement of the object. Now create a clone of the target object which will serve as the position for the object to snap to / hover [1].

On the cloned object disable the mesh renderer component and add the SVRA_HoverSnapZonePosition script [2]. Drag and drop the original object into the transform attribute of the "Snap Zone Transform" attribute to establish the connection between the object and its snap position. Perform similarly for the other two targets and give them different motion characteristics and then play the target range minigame!
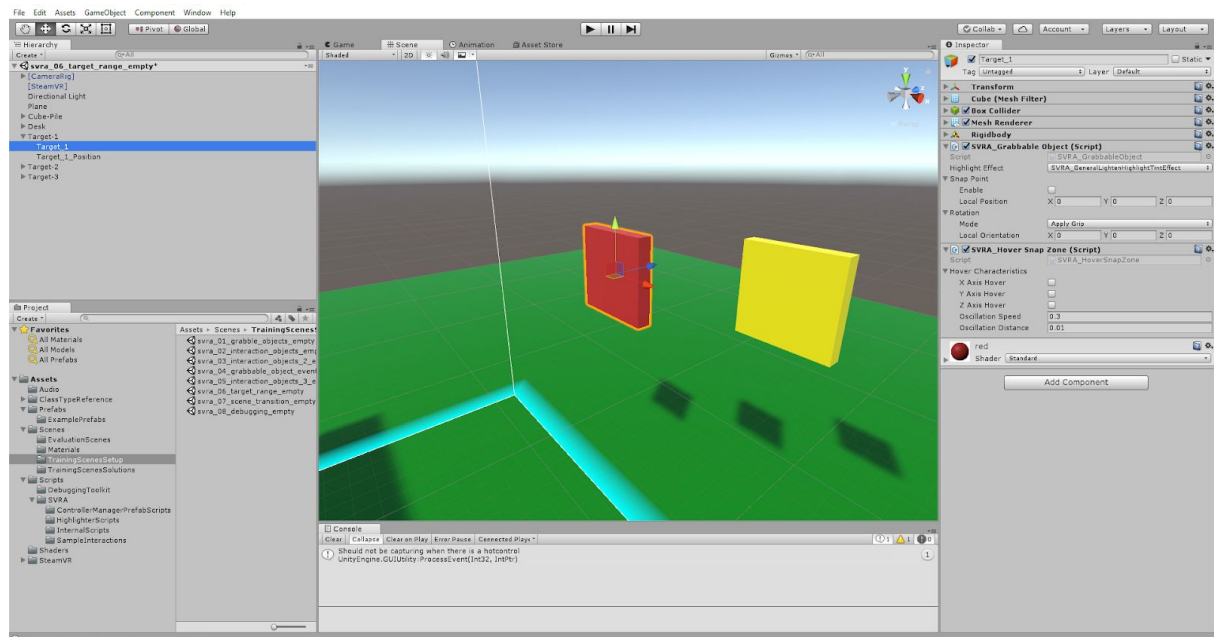
[1] Setting up the object which is to be snapped to some hover location
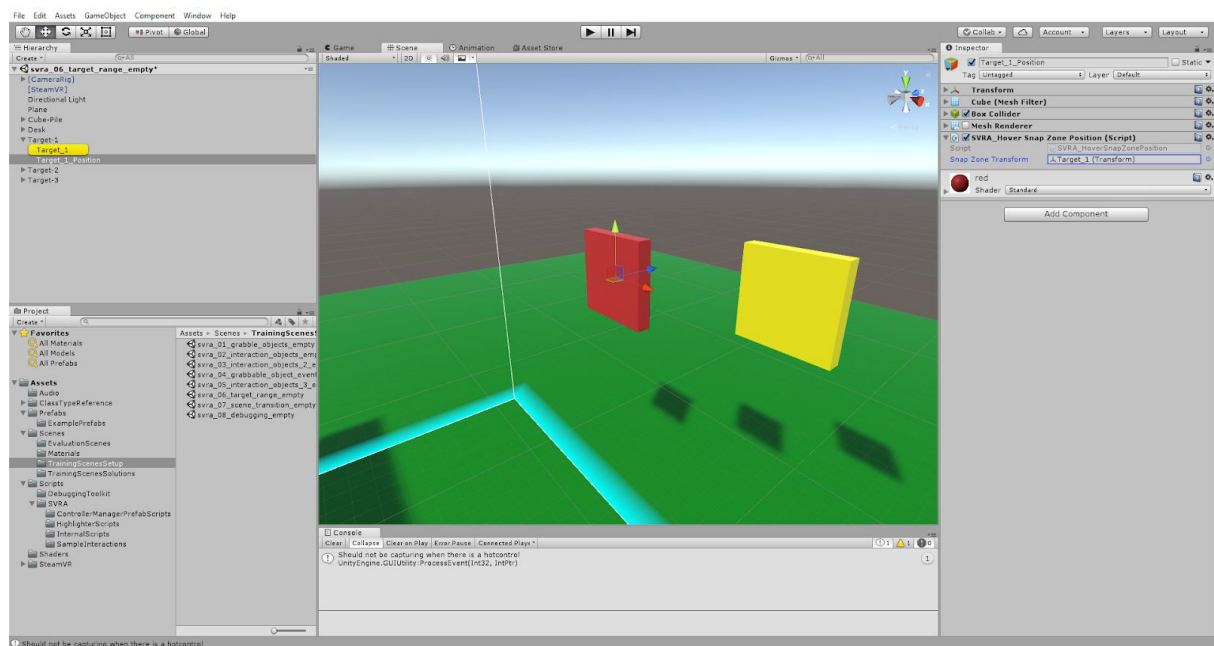
[2] Setting up the hover / snap position of the object