* Islands – Theo, Mars, Nisa
  + Interact by click
  + Rotate to user
* Script or Animation to change from island to content – Theo
* **AR plane detection + placement - Leo**
* Find 3D models for immersion (sketchfab etc.) – Nas, Iffa
* Data structure to store story information
  + Monkey
  + Bathing guy
  + Woman
  + Tree
  + dog
* **Research about Unity’s cloth simulation - Laura**
* 2D drawings for story maybe
* **Import or create PUA models**
* Change color of PUA by button – Laura