* 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
* Research about Unity’s cloth simulation - Laura
* 2D drawings for story maybe
* Import or create PUA models
* Change color of PUA by button - Laura