**Locomotion prototype**

I chose smooth locomotion and the vignette for my locomotion system. My final project is a role-playing game based on my D&D world. The main draw of roleplaying games is immersion. A non-diegetic teleportation would break immersion. Even diegetic teleportation such as spells can only be used sparingly or the balance between different character classes would break. I also disabled force grab for the same reasons. If it’s a world with magic and the goal is immersion this is the ideal locomotion for my final project.

**Gun prototype**

For my first interaction prototype I chose to make a gun. The information learned from creating the gun is directly applicable to the cannon I will use in my final project. Though with my final project I would like to add, a particle system for the flash, audio for the shot, a timer for lighting it, and hit detection on the target. From making the gun I now know I will need an object for the cannon ball that you load in the cannon and then after it is destroyed, a second prefab that will be the actual projectile.

**Radio button prototype**

For my second interaction prototype I wanted to make a button. It was originally going to be used for hit detection in the final project but I now know that raytracing is a better option. Instead I used the button as a radio play button to add suspenseful music to the gun range. The button works off physics and can be used as a trigger for a variety of things. After getting it to work properly and adding physics to my hands I realized this might not be the best option with the universal toolkit as the colliders on the hands are a bit clunky even when using a mesh collider. This was still a cool experiment, and I learned a lot about how colliders work and how transforms work with empties/parent-children as well.