

Dan:

- Working on clue interaction system.
- Piggyback the clue system into box sorting system & box interaction.
- Test sorting system anywhere, before adding truck in.
- Build out maya level in new scene to use as a Sandbox.

Nikki:

- Working on first-person rig (camera to act as viewport for Player)
- Test out loading up maya files.
- Prefab the textures onto the box Prefab.
- Reach out to Sammy regarding these textures.
- Is there going to be posters in the game? If so, create poster Prefab & add the textures to it.