**Recording Mechanic Explanation:**   
  
To record an object:   
  
Check 🡪 Is object recordable? (Raycast from the camera with a reticule at the centre of screen)   
Check 🡪 Is object in range?   
Check 🡪 Is record button pressed?  
If yes 🡪 Start record (3 seconds timer visibly loading).   
  
🡪 After 3 seconds, the recorded object is in the “inventory” of the camera.   
(Note: make sure to overwrite the previous object in the camera)   
  
To use a recorded object:   
  
Check 🡪 Is targeted area interact able?   
Check 🡪 Is targeted area in range?   
Check 🡪 Is there a recorded object in the camera “inventory?”  
Check 🡪 Is the Use button pressed?   
  
If all yes,   
Place a copy of recorded object in center of targeted interact able area.   
  
Note:   
Any number of areas can be filled with the recorded object.   
Only one type of object can be recorded at any time.   
If a new object is recorded, all previously placed recorded objects are removed.  
For description of size and placement of interact able areas, consult level design (in progress).   
For testing purposes, try just using a basic cube to help jumping over a gap.