Create a Unity Game POC:

1. **Set Up Unity Environment** - Install Unity and necessary tools.
2. **Create New Unity Project** - Start a new 3D project named "PhantomReachPOC".
3. **Implement Webcam Input** - Use Unity's features to access the webcam.
4. **Select Limb Tracking Solution** - Choose a real-time limb tracking model.
5. **Integrate Model with Unity** - Import the tracking model into Unity.
6. **Create Virtual Hand Model** - Design or import a 3D hand controlled by tracking data.
7. **Develop AR Game Environment** - Build a simple scene with interactive objects.
8. **Implement Game Mechanics** - Program tasks that use virtual hand movements.
9. **Add Audio/Visual Feedback** - Enhance engagement with sounds and effects.
10. **Design User Interface** - Create intuitive UI elements for scores and instructions.
11. **Test Game Locally** - Run and debug the game in the Unity Editor.
12. **Optimize for Web** - Adjust settings for WebGL compatibility.
13. **Build for WebGL** - Configure and build the game for web deployment.
14. **Deploy to Website** - Host the game on a web server or platform.
15. **Test on Website** - Ensure the game works correctly online.
16. **Gather Feedback** - Collect input from users to improve the game.
17. **Implement Privacy Measures** - Ensure compliance with data privacy laws.
18. **Document Development** - Record steps and challenges for future reference.
19. **Plan Enhancements** - Outline potential future features and improvements.
20. **Finalize the POC** - Ensure the game is stable and effectively demonstrates the concept.