

Following the tutorial, I implemented a system for interaction in our game. In the future, this system will be supplemented with inventory and corresponding interfaces. At this stage, this system includes a sphere that is drawn from the position of the player, upon contact with which objects with a certain script can be interacted with a button. Further actions will depend on the purpose of the object. For the test, a script object was created which changes the scene to a scene with a mini-game, when interacting with the object to the F button.