For the Locomotion, I have chosen continuous locomotion with a vignette when moving forward and snap turning for comfortable rotation.

For the basic interactions we have a ball that can be picked up, dropped, and left bouncing. We have a chest with an openable lid. We have a lever which pulled spawns a bubble gun. And the bubble gun can be picked up and used to spray bubbles. Basically, the interactions from the tutorial.

The interactions I did was a black lever when pulled back and forth, plays music, and a ball that’s grabbable and squeaks when trigger is pulled.