I wanted to implement my own interactions, but something went wrong with the vignette and took most of my time.

For the Locomotion, I have chosen option 2 which includes very slow smooth forward locomotion (was supposed to have vignette) and snap turning for comfortable rotation.

For interactions we have a ball that can be picked up, dropped, and left bouncing. We have a chest with a 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.