If you are unsure whether a technique is allowed or not, please post it here and we will consider it.

Here are a few we've had so far…

1. Highlighting Objects or Pointers to Items in the Supermarket itself - No!

2. Teleportation Portals - Yes, but only if the user chooses where they are placed. No creating portals automatically, or having an existing set when the user begins.

3. Backpacks and Trolleys - Yes, but the user can't empty the whole thing onto the checkout in one go. They have to choose which items are placed somehow.

4. Static signs around the supermarket - Yes, so long as they are static. These will be of limited use however, as we may add some new, unique items. Also remember not to modify the Supermarket prefab, as this will change.

5. An alternate display or map showing where chosen objects are - Yes, but the user must choose which object they want the display to indicate the location of. Also, they still have to go to that location to retrieve the object.

6. Lists based on the XML configuration file - Yes. (A future version of the scene will have an API for this.)