Source Document(Assignment 03)

The key bindings used in the project are described as follows:-

- X - For opening the 2d menu of interactable objects
- Y – For teleporting the player on the ground in the raycast direction
- A – For pasting the last copied/cut item on the ground
- B – For Selecting the button on 2d menu of interactable objects
- Ok- This button is working in the "Key" mode of the controller. And used to display the global menu.

  The 3d models used in this assignment are taken from the website named CGTRADER.COM and the URL to the website is:-

  https://www.cgtrader.com