**TEAM**

Team Members:

1. Asla Aboo (Net ID: axa174032)
2. Jingwei Gao (Net ID: jxg172630)
3. Manindra Kumar Anantaneni (Net ID: mxa180038)
4. Mareena George Mekkattil (Net ID: mxm170015)
5. Yu Chuan Lin (Net ID: yxl180081)

Contributions:

1. Asla Aboo
   * Imported these models necessary for visually appealing chemistry lab environment, measured and scaled them to realistic proportions.
     + High-fidelity safety goggles
     + High-fidelity test tubes, beakers, and glass rods
     + High-fidelity Bunsen burner
     + A wooden Table and Flask set
   * Added Interactive Script and Stationary script to these virtual objects:
     + Safety Goggles vs Wooden Table
     + Flask set vs Wooden Table
   * Created GoggleScript.cs required to hide and show goggles
2. Jingwei Gao
   * Completed the coding part of the following goals
   * Ability to mix solutions with soluble compounds.
   * Ability to mix solutions with insoluble compounds. by adding different Tags and
   * Scripts to different salts and solution to make the salts soluble/insoluble and the color of solution change/unchange.
3. Manindra Kumar Anantaneni

* Simulation of chemical reactions for flame test.
* Added the interactive script to the Glassrod, and the flame
* Created the Glassrod.cs, FlameTest.cs required for the FlameTest.
* The Glassrod changes its material when it collides with the salt, and also the flame changes its color based on the salt.

1. Mareena George Mekkattil
   * High-fidelity solutions and unknown compounds.
     + Created salt models using Autodesk Maya.
     + Imported salt model, measured and scaled it to realistic proportions.
     + Separated the salt to 3 different salts
   * Created water particle system to reflect water flowing from faucet.
   * Created solutions using liquid shader.
   * Created Wobble.cs for adding wobbling properties to the solution.
   * Added interactive script to beakers, test tubes and salts.
2. Yu Chuan Lin
   * Ability to light Bunsen burner flame with lighter.
   * Added the status script to the objects that needed to apply.
   * Created the water/flame particle system and the audio sources.
   * The burner and the water sink can be turn on and off by pressing the grip button which I edited in the Virtual Hand script.
   * Refining and organizing the Virtual environment and the details of object (collider/size)