

## **Team 5**

### **Team Members:**

All team members were involved in the development of the project and we often participated in swarm sessions together for problem solving and bug fixes.

#### **Aditi Chakravarthi:**

- Added to the apartment layout and added interaction objects
- Added scripts for interactable objects in the apartments
- Fixed script bugs for interactable objects

#### **Srividhya Ranganathan:**

- Created realistic 3D model layouts for the apartments.
- Set up interactable and non-interactable objects in the apartments.
- Glitch, and error fixing on the apartment layouts and objects.

#### **Apoorva Pise:**

- Set up version control Plastic SCM
- Worked on Oculus integration
- Worked on furniture menu and manipulation

#### **Mohit Bhole:**

- Set up initial scene layout and apartment layouts
- Set up raycasting and main menu UI
- Worked on controller mapping and character movement scripts

#### **Ayaan Faraz:**

- Added scripts for interactable objects in the apartment
- Worked on Oculus integration
- Worked on UI and menu development and bug fixes