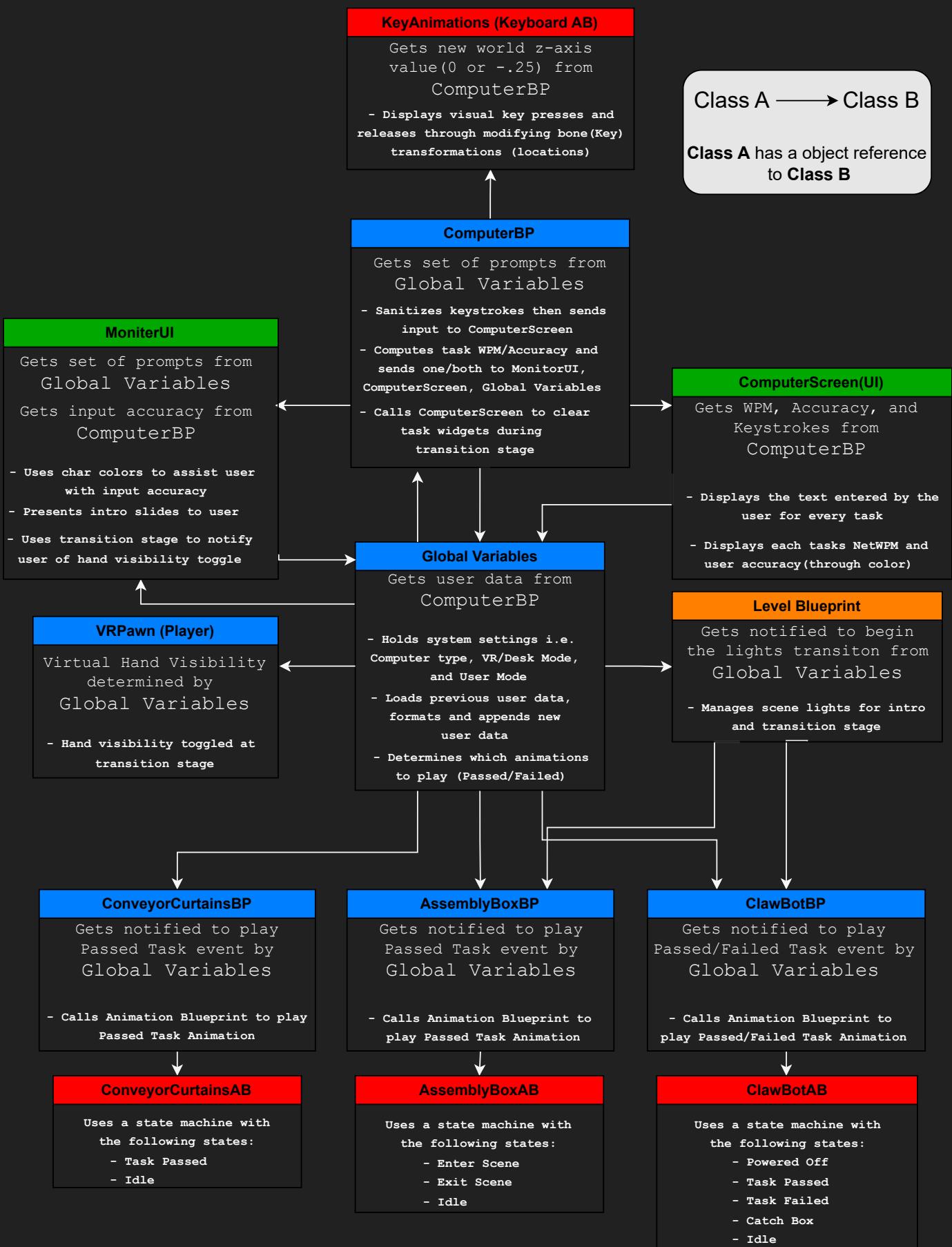


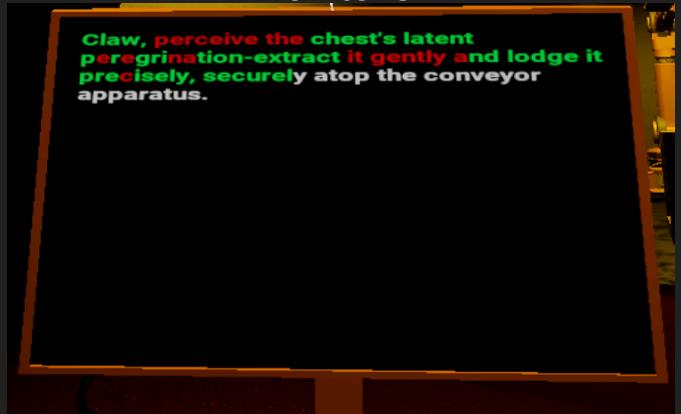
# Class Relationships and Responsibility



### ComputerScreen



### MonitorUI



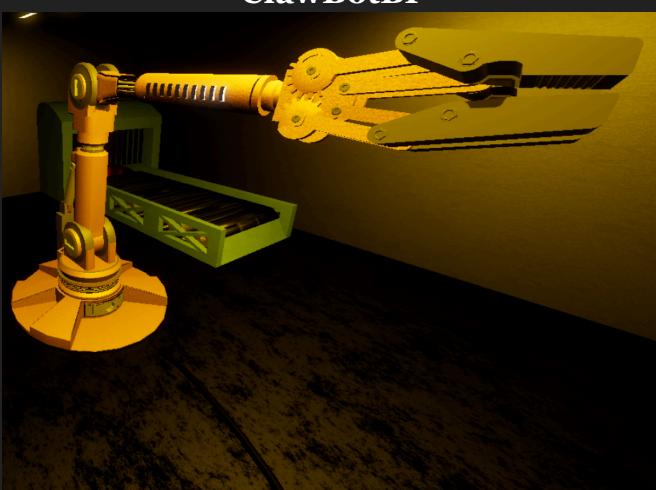
### ComputerBP



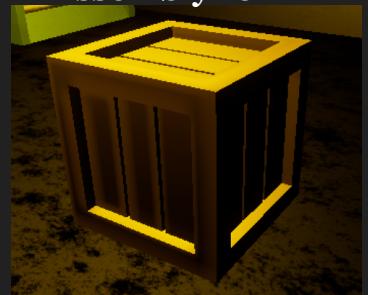
### Global Variables



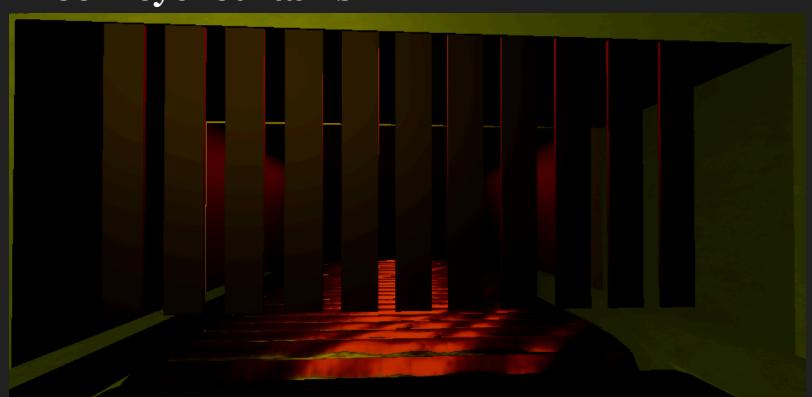
### ClawBotBP



### AssemblyBoxBP



### ConveyorCurtainsBP



# Implementation Contributions

## MonitorUI

**Mack** Code for handling slide transitions

## VR Pawn

**Mack** Implemented the virtual hand tracking

**Mack & Ben** Code for setting VR Pawns' initial hand visibility  
as well as toggling hand visibility during the transition stage

## Global Variables

**Mack & Ben** Code for calling VRPawn to set initial hand visibility  
as well as toggling hand visibility during the transition stage

## Other

**Jovani**