* ~~Placement~~
  + ~~Raycast layer colliders so objects snap to correct y-axis~~
  + ~~Snap points at edges, ground, objects themselves~~
  + **~~Delete any placed object~~**
    - **~~Hold down button~~**
    - **~~Changes material~~**
    - **~~Mouse over changes material again to show which is selected~~**
    - **~~Click to delete~~**
    - **~~Return to inventory instead of full-on destroying~~**
      * **~~Use child’s local scale to find out which size~~**
      * **~~Store type in built object~~**
* ~~Inventory~~
  + ~~Material object – type (ply, beams), dimensions~~
  + ~~Entry object – Material and qty~~
  + ~~List of Entries~~
  + ~~Sort by type (ply, then beams), then size (width then length)~~
  + **~~Default sized materials don’t show in inventory~~**
* ~~Shop~~
  + ~~Select from approved list of sizes~~
    - ~~Ply 4’x8’x3/4”~~
    - ~~Beam 2”x4”x10’~~
    - ~~Beam 2”x6”x8’~~
    - ~~Beam 4”x4”x~~**~~10’~~**
  + ~~Enter qty into an input field for int~~
    - ~~Restricted to positive only~~
  + ~~Buy button – add new materials to inventory, closes shop and confirm popup~~
    - ~~Does the inventory already contain that size? Then add qty~~
    - ~~Is it a new size? Create new entry~~
  + ~~Leave shop button closes shop without adding to inventory~~
  + ~~When it closes, regardless of buy or leave, reset all input fields to 0~~
* ~~Cutting~~
  + ~~Available – prints the current sizes for ply and beams with qty~~
  + **~~Header for QTY as well~~**
  + ~~Plywood~~
    - ~~All 3/4" as type, can set width, length, qty~~
  + ~~Beams~~
    - ~~Type can be 2”x4”, 2”x6”, 4”x4”~~
    - ~~Can set length and qty only~~
    - ~~Different types allow different lengths~~
    - **~~4x4 has input field for floats~~**
      * **~~Must validate length – can’t be longer than default size~~**
  + ~~How to handle cutting creating two different lengths~~
    - ~~Waste sizes recorded, amt of waste used for grading~~
  + ~~Cut button cuts, changes inventory~~
  + ~~Leave button leaves, doesn’t change inventory, resets inputs~~
  + ~~Dropdowns prevent insufficient materials or invalid length~~
* ~~Assembly~~ 
  + ~~Preview of properly built foundation~~
  + ~~“You just started” popup~~
    - ~~Closing starts timer~~
    - ~~Includes dropdown for layers so they can choose which to start on~~
    - ~~Starts building phase~~
  + ~~Layer dropdown~~
    - ~~Enums for shores, joists, stringers, decking~~
    - ~~Record order visited in for grading~~
    - **~~Show only current layer as transparent and hide other layers~~**
    - **~~Show already built objects~~**
    - ~~Have planes that accept raycast for that layer only to allow proper y-placing~~
    - **~~Can only place on current layer – turn off raycasts~~**
  + ~~Timer starts when “assembly” is pressed~~
    - ~~Counts in seconds + minutes, no need for hours/milliseconds/etc~~
    - **~~Just overall timer~~**
  + ~~Screen still has buttons for shop + cutting, player can go back to these~~
    - ~~Record how many times they visit shop~~
  + ~~Gameobjects for sizes, clicking selects size as current and makes it follow the mouse~~
    - ~~Same as the current “preview” system~~
    - ~~Once you run out, gameobject disappears~~
    - ~~Based on inventory~~
    - ~~Show qty and size of each object so user knows what they’re choosing~~
    - **~~Show message for “out of material”~~**
  + ~~Free camera movement orbiting the center of the object~~
    - ~~LookAt object in center, rotate using algorithm~~
    - **~~Camera zoom~~**
    - **~~Increase up/down rotation~~**
  + ~~“Finish” button submits for grading~~
    - ~~“Are you sure?” popup~~
      * ~~Timer pauses when open~~
      * ~~Confirm submits for grading~~
      * ~~Cancel unpauses timer, goes back to building~~
  + **~~Inventory only visible during assembly~~**
* ~~Grading~~
  + ~~Compare qty purchased to most efficient qty~~
    - ~~Each unity away from efficiency is -10%~~
    - ~~Avg deduction for each size \* 400~~
    - ~~Efficient quantity:~~
      * ~~Plywood – 10~~
      * ~~2x4 - 22~~
      * ~~2x6 - 12~~
      * ~~4x4 – 36~~
  + ~~Compare waste from cutting to efficiency~~
    - ~~(Efficient – (Player – Efficient) /Efficient)~~
    - **~~Shop visits penalize the cutting phase~~**
    - ~~Efficient waste:~~
      * ~~Plywood – 20 square feet~~
      * ~~2x4 – 55’~~
      * ~~2x6 – 0’~~
      * ~~4x4 – 54.648’~~
  + ~~Placement~~
    - ~~Needs to be in correct order or it’s an automatic fail~~
    - ~~Time taken~~
  + **~~Stored in text file~~**
    - **~~Store the time~~**
    - **~~Don’t need name~~**
    - **~~Store all the scores~~**
    - **~~Shop;Cut;Placement;TIME~~**
* ~~Results screen~~
  + ~~Total score~~
  + ~~Shopping score~~
  + ~~Cutting score~~
  + ~~Placement score~~
  + ~~Overall time taken~~
  + ~~Ranking~~
  + ~~Try again/back to main menu/exit buttons~~
* ~~Main menu~~
  + ~~Title~~
  + ~~Instructions~~
  + ~~Credits~~
  + ~~Play button~~
  + ~~Quit button~~