TEAM

Kristie Niemiec:

* Created basic store environment (walls/floor/ceiling)
* Set up character/camera
* Added lighting to scene
* Added movement script
* Created item overlay framework (menus, handling user gaze, updating position)
* Added inventory/virtual cart system

Daniel Mains:

* Added collision to objects in store
* Created interaction system between user and items
  + Pickup + Put Down
  + Rotation
* Bound the Movement and interactions to the Bluetooth controller
* Tested application builds using Google Cardboard and Bluetooth Controller