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
  + Item overlay menu appearance
  + Handle user gaze interactions
  + Update menu positions
* Added inventory/virtual cart system
  + Keep track of user items
  + Inventory overlay menu
* Created checkout system
  + Checkout overlay menu
  + Update to reflect changes to users’ inventory (add/remove)
  + Checkout behavior – keep items or remove and reset inventory

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
* Added collision to shelves
* Added collision to cart
* Created interaction system with cart
  + Moving cart
  + Placing items in the cart to add them to the cart list
* Tested application builds using Google Cardboard and Bluetooth Controller
* Handled final submission
  + Video demo
  + Project cleanup

Sreenivasan Koduvayoor Venkatarman:

* Added shelf assets to the shipping Floor scene.
* Populated the shelves with interactable assets.
* Added the cart asset to the scene.
* Added textures for the floor.
* Created Menu images for the Overlay Menu.
* Worked on returning held item to shelves.