Unity Task PsyCurio

Use Unity version 2020.3.18f1 on the Universal render pipeline for this task.
Set the build target to Android, so the build result will be an .apk, as all major
current standalone vr headsets currently use android, for example the oculus quest 2.
Do NOT use the steam vr plugin or the XR Interaction package.
The whole scene has to be playable in the editor only.
Set one fix camera and make all interactions possible via mouse clicks.
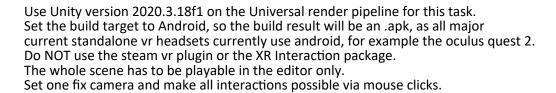
Create a simple Unity Scene with a shelf and counter. In the shelf there shall be several thinks to buy.
The counter is nearly empty, there is only a cash register. At the side behind the counter/cash
register there is a person standing idle (use Mixamo.com characters and animations).

- When the user clicks on an item in the shelf a copy of it will be placed on the counter. This
  can be done with up to five items (different or same items).
- When the person is clicked, she shall wave.
- When the register is clicked, the person shall tell the user, what he chose to buy and how
  much this will cost (e.g. with a speech balloon that appears).

Additional tasks (choose one!)

- Make the scene really beautiful, maybe with own models/textures and add a realsitic/nice
  light.
- Add some effects: The chosen items shall not only appear on the counter but fly from the
  shelf to the counter and create a particles and sound effect you find appropriate.
- When an item is chosen, the person goes to the item (walking animation!) and places the
  copy on the counter. Then she will go back to her starting point.
- Add reasonable Unit/Integration tests.
- If all these tasks are too easy or you want to show something completely different, feel free
  to suggest your own addition to the duty task.