Documentation

Terrain Functionality:

* Lab 11 – Creating a terrain
* Lab 17 – Setting up hand controllers
* Lab 18 – Making the WallDisappear dial grabbable
* Lab 20 – Opening the chest using hand controllers
* Lab 21 – Creating the solved block puzzle
* Lab 22 – Moving the wall using the dial

Sword Textures (all from Google):

* Stone.jpg
* Cherry.jpg
* Gold.jpg