**VRchitect**

**Initial Requirements:**

* Unity style transform and rotation tools
  + Also have free movement option
  + Snap to certain positions/rotations
  + Edit windows & doors
    - ProBuilder subtract
* Have an undo feature
  + Need to record past edits, how something was edited and what it was that was being edited, etc.
* Different lighting options
* X-Ray view when moving something?
  + Shader graph
* Model importing/exporting (FBX)
* User movement
  + Teleportation
* Highlight interactables when colliding
* UI
  + Different controller models?
  + Menu for a controller?
  + Same controller model with labels?
* Determine starting position for player
  + Center of model?
  + Place on Navmesh
* Generate Navmesh on load/edit
* Add colliders to every GameObject on load