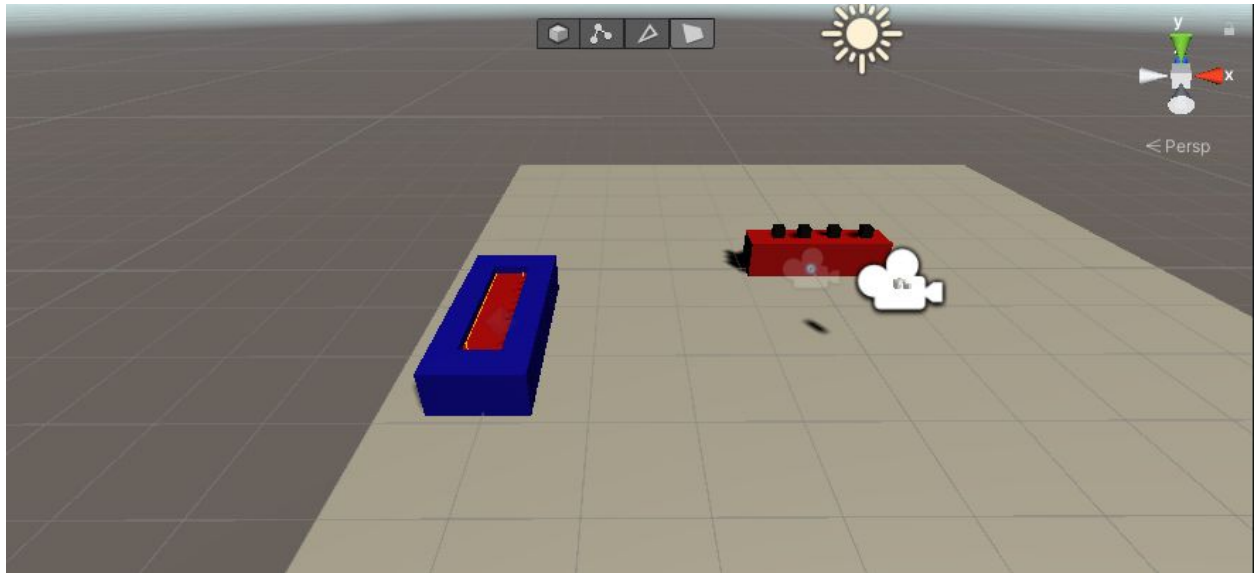
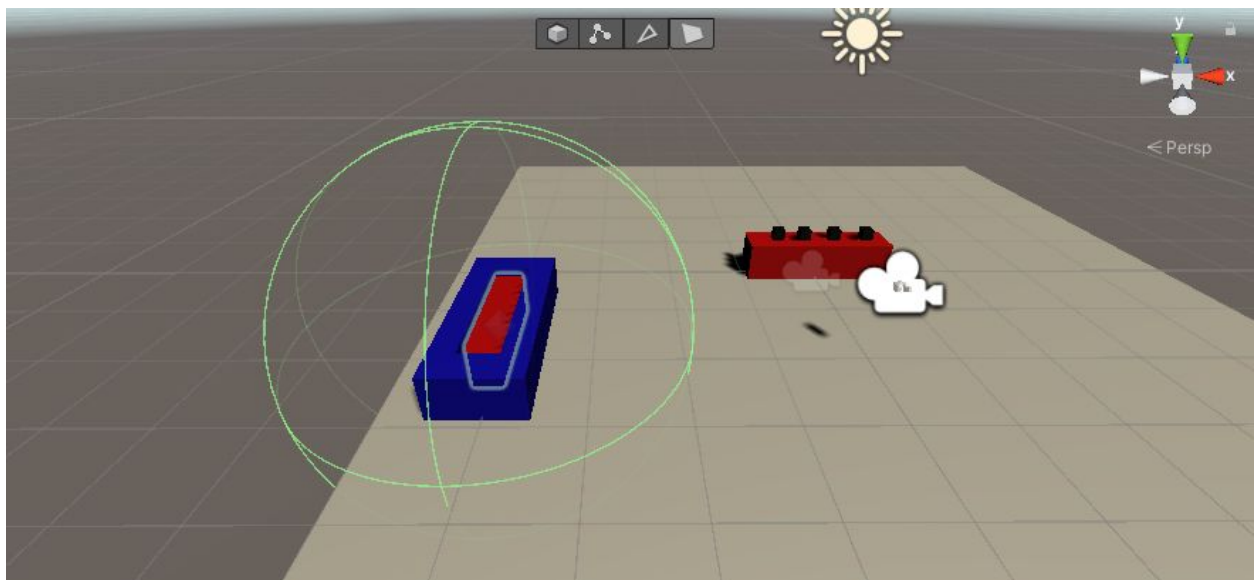


Added table to place objects that can snap into a certain spot into Patrick's scene.



Created SnapZone for interactable objects to snap into.



Also:

- Requested and obtained permission to purchase Unity Collaborate seats for our team
- Ran Unity projects on Oculus Quest headset
- Began debugging with Oculus headset for Unity