Mouse Trap Part 2

Gabriela, Jose, Ada, Keegan

Material Pipeline:

* Most objects have their own unique material
  + This is because there are so few varied objects, and most of them have unique textures
* For character models, we used the ones standard to the fbx files that came with them
* We created the materials for the set in Unity
  + For textured objects like the walls and floor, we used the textures provided to us by the story team
  + For objects like the tables and chairs, we controlled the smoothness and metallic properties to get the look that we wanted of polished wood