Character.cs
A script given to us to help those who are not able to move their character by default

CubeInteraction.cs
A script to enable outlines for the cubes and interact with them depending on the cube name.

Using PointerEnter and PointerExit event triggers, we can tell the script to enable or disable the outlines when pointing at an object, by creating functions in the script and assigning it to those event triggers

For interactions, I used a switch case to determine which cube I am looking at, and based on that, it would choose the respective function whether to translate, rotate, or change the color of the cube. This happens under the Update() function, so if a user wants to hold the button down to do continuous interactions, it will allow them to do that.

NOTE:
I am an iPhone user with a Windows system. I unfortunately was not able to find a solution that allows me to run my VR app on my iphone through Windows, so I had no other choice but to record through my PC.