**Deadline**: Sunday

**Stefanos:**

Add functionality when you press ‘F’, shoot a ray, detect the object on front and retrieve its description from the xml database

**Miguel:**

Shorten fan pole, try and make fan lump invisible or to glow

Shorten door and increase ceiling of living room a bit

Get rid of one door. (doors must be adjacent)

*Textures:*

Lamp, fan, door, small table

**Liam:**

Textures:

Bin, Tv, floor, wall, tv stand, living room (interior)

**Vlad:**

Textures:

Sofa, Chair