Serial number	Item	Click Effect	Draggable	Item Interaction	Note for Coder(special effect)	Schematic diagram
				General Operation： Please divide the areas where items can be placed according to real life, for example, soda bottles can be placed on tables, chairs, wardrobes and shelves. Please divide the area where characters can be placed according to real life, for example, people can sit on sofas and chairs, stand on the ground. Where items can be placed, and larger items should not be placed in smaller cabinets. When all items are dragged, they will be enlarged by approximately one-third. Please simulate that all items and character in real life will fall under the influence of gravity when they are lifted and released. When dragging an item in the air and letting go, the item will fall to the nearest floor or table. Please plan the collision area well. Characters and items have interactive animations, what kind of animations will be triggered, please refer to the below description.		
1	Character	/	can be moved	Play the breathing animation when the character is dragged up, and play the Hi animation every 10 seconds when the character is standing	After putting the **Model Dragonbone Animation** into the scene, you need to change the corresponding clothes for the model.	
2	Skating clothing 1~4	/	can be moved	When the clothes are dragged onto the character, they will automatically change on, the old clothes that have been changed will automatically become folded and fell to the ground, and the clothes dragged onto the hanger will become suspended	When cloth change, show Colorful Four-Pointed Star Particles and character play aniamtion Hi.	
3	SOFA	/	/	After placing the character on the chair, plays a sitting animation.	Dragbone animation(sit)	
4	Cushion 1~2	They will be flattened and then re-inflate.	can be moved	Drag to the hand of the character, play drag animation, holding the items on the hand.	Dragbone animation(handl_hold, handr_hold, sit_handl, sit_handr)	
5	coffee table	/	/	The desktop can be placed on the items that can be held. Please give a fixed range for the items. Do not exceed the boundaries.		
6	cake	/	can be moved	Able to be eaten or held, play eat aniamtion. After eaten, it is reappeared after 10 seconds (the plate will not be eaten)	Dragbone animation(eat)	