

	Your Low Target	Your Desired Target	Your High Target	Your Extras
Functional Minimum	Your Low Target	Your Desired Target	Your High Target	Your Extras
Interaction	Interaction	interaction	interaction	interaction
Grab And Throw	Combine tools	Use as weapons	Use object - all items	Object specific animations
Use object - item specific (Only what is in the bag + riddle specific)	Use object - more items	Use object - more items		
		Exchange items from one hand to the other		
Navigation	Navigation	Navigation	Navigation	Navigation
Vive Tracking	Vive Controller navigation		Space Rotation	
	Teleportation			
Environment	Environment	Environment	Environment	Environment
Office		Barn	Neighbor House	Hospital
	House 7 rooms	Car		
Special Effects	Special Effects	Special Effects	Special Effects	Special Effects
Dialogue/Notebook	Dialogue/Notebook	Events	Weather Effects	Fire
		Dialogue/Notebook	Dialogue/Notebook	Water
		Detective mode		
Audio	Audio	Audio	Audio	Audio
	Sounds of items		Background music	Voice Acting
Puzzles	Puzzles	Puzzles	Puzzles	Puzzles
Single Layer	Double Layer	Triple layer		
Animation	Animation	Animation	Animation	Animation
Hands	Items	Character/Car	Decoration items	Object specific animations
Fighting Mechanism	Fighting Mechanism	Fighting Mechanism	Fighting Mechanism	Fighting Mechanism
		Punches	Guns and health system	
Modeling	Modeling	Modeling	Modeling	Modeling
Riddles only, Case file, bag, bag items	Decoration,Chief	Extra Decoration	Extra Decoration	