```
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                       Virtual Reality Tours
Code
Destination.cs
using UnityEngine;
[System.Serializable]
public class Destination
{
  public string name; // Destination name
  public string description; // Destination description
}
Example Data
void Start()
```

destinations.Add(new Destination

```
name = "Paris",
    description = "The city of light and love."
  });
  destinations.Add(new Destination
    name = "Tokyo",
    description = "A bustling metropolis with rich culture."
  });
  destinations.Add(new Destination
  {
    name = "New York",
    description = "The city that never sleeps."
  });
  PopulateDropdown();
}
```