* **DOWNLOAD road asset**
* **Add gvr package**
* **Switch to android**
* **Everything is written on script**
* **We add shader to make text disappear behind objects**
  + **Rohan.shader in datafiles**
  + **Create new material**
  + **Select gui 🡪 3d text**
  + **Then in the material add the font texture of the font you downloaded**
  + **Add the material to the 3d text in the hierarchy**
* **ADD LOADING SCENE**
  + Add image in UI
    - Add text
    - Add slider
      * Disable handle slide area
      * Color to red
      * Stretch fill are🡪 shift + alt 🡪 rect transform to stretch
  + Write some scripts and drag and drop whole canvas in the gameobject in script
  + Drag and drop slider to the reference