The document contains some notes on the various UI designs when the project was still a game.

Documentation/User interface design/idea1.jpg

       This interface gives more room to look around the world, less clutter

       The interface is also quick to build and is good for a small screen

Documentation/User interface design/idea2.jpg

       This design feels more interactive, although perhaps it is too cluttered

       Or, more interfaces could be better because you are immersed

       The design will take longer to implement

       Might look better on a bigger screen

Documentation/User interface design/in-game menu.jpg

       Would also have a background image

       Perhaps just the current scene as the background

       Could also have options: credits

Documentation/User interface design/main menu.jpg

       Basic menu, has a background image, play button, standard menu