

Scenes

In order for scenes to show up in the VR Lobby menu please do the following:

1. Create or move your scene into the `Assets/Breach/Scenes/DynamicScenes/` folder
2. Make sure the scene has appeared in the Build Settings (CTRL+SHIFT+B).
 - It should show up automatically but it may not always
3. Open the lobby scene `Assets/Breach/Scenes/Lobby.scene` and play with your VR headset connected via Oculus Link
4. Your scene should now appear in the list of scenes to run
5. Click on the scene of your choice and press play