* underwater scene with shark, become a hammerhead shark
* centaur on land with little birds, when user reaches for a bird, switches to bird scene
* flying scene, user grows owl wings
* make antlers

Scene Transition Targets:

* fish in fish bowl (Underwater)
* toy bird on the edge of the bed (Tree)
* owl pellet with reflection (Cave)

Scene 1

* Cave (tentative), flying scene
* Cave: stalactites will grow based on meditation
* Bat, will circle the room and fly around the players head, on one wing if its grabbed by player, it will trigger the forest scene
* Owl: maybe blinking will control the owls wing flap
* Player: wings grow based on the flapping
* Wings grow on meditation level, only on increase.
* Meditation connected to wings growing to simulate calmness for flight

Scene 2

* Forest
* Trees: trees grow mapped by meditation, the calmer you are the environment changes
* Birds
* Gorilla runs through scene and rustles the tree and small birds fly out
* Player: grows antlers and centaur legs
* Concentration target: 1 bird on a branch, a real bird on the corner, tweeting
* Scene change target: fish in fish bowl

Scene 3

* Underwater
* Current: particles mapped on meditation
* Concentration target: fish in fish bowl
* Tropical fish
* Shark
* Whale
* Boat (tentative)