Overview:

You will design and develop the title menu scene for your VR experience. The design should do some work to set up the themes of your world. It should do some tone-setting, include audio, and should engage the user.

Before beginning, watch this video on VR Interface Design Pre-visualisation Methods by Mike Alger: <https://youtu.be/id86HeV-Vb8>

Expectations:

* Main title screen
  + With the ability to enter or exit the experience
* Credits screen for models, sounds, and other 3rd party content
* An about screen that lists info about you, the game, and how it was developed (short and sweet)
* World-building material in the background and foreground around the menu
* Limited movement, but menus or models that move around the user.
* Working buttons that either start the experience or present a new screen

Deliverables:

* A video of the menu working and the experience launching