* Current Status
* Labyrinth in Meadow Surrounded by Mountains (mountains there to keep people in)
* To be done first
  + Generally optimize labyrinth
  + Create UI / Menu system
    - Music on/off
    - Nature sounds on/off
    - character movement : on rails or with controller
  + Enable user movement in labyrinth
    - On rails (mostly done, but needs fixing of initial moments)
      * Probably most likely scenario for most users
      * BUT NB need to be able to ‘look around’ in VR while moving along a path
    - With controller (e.g., SteelSeries XL Stratus)
* To be done for 1st Commercial Release / And later improvements
  + Minimum Viable Product, but supporting ads
  + For ‘on rails’ system, users can set time for completion – either to center of labyrinth or ‘to center and back again’
  + make landscape more realistic
  + Get lighting better
  + Give user ability to choose what they are walking on (just ability to change material/texture for road)
    - Sandy dirt (current)
    - Cobble stones
  + Fremium Model for upgrades
    - Particular licensed IP for Audio Playback
      * Where a particular IP is playing, time for completion of labyrinth can be set to be the amount of time the IP takes to finish – however, too short a time may lead to too fast movement, which would be jarring and not conducive to meditation.
    - Users can choose an avatar?
      * Could just see their body
    - Other Venues than just the Meadow Surrounded by Mountains (but still with Labyrinth)
      * Beach
      * Snowy Mountain
        + Chalet in background
      * Specific Scenes of Famous Labyrinths, e.g., Chartes
        + <http://www.labyrinth.org.nz/what-is-a-labyrinth/chartres-labyrinth-and-symbolism/>
    - Other prayer capabilities within the Meadow Surrounded by Mountains
      * Prayer chapel
        + Animations for Church services
      * Outdoor Stations of the Cross
    - Capability to choose other times of day
      * Sunrise
      * Sunset
    - Multiplayer, e.g., for online spiritual direction