User Experience (UX) & Interaction Flow

1. The "Pilot's Clipboard" (Main Menu)

- **Visual:** A simple holographic clipboard that loosely follows the user's gaze (billboarding).
- **No Anchors:** It floats 0.5m in front of the user, usable sitting or standing.
- **Buttons:**
    - [PLAY NEXT] (Big Green Button)
    - [LEVEL GRID] (1, 2, 3...)
    - [TUTORIAL] (?)

2. The "Launch Protocol" (Level Start Sequence)

- **State 1: Scan:** System quickly meshes the room (if not already done).
- **State 2: The Hangar:**
    - The Clipboard fades out.
    - A **Slingshot** mesh spawns on the User's **Non-Dominant Wrist**.
    - The Plane sits in the Slingshot pouch.
- **State 3: Tension:**
    - User grabs Plane with **Dominant Hand (Pinch)**.
    - Haptic vibration increases as they pull back.
    - Audio: Elastic stretching sound (`Streeeetch...`).
- **State 4: Release:**
    - User lets go.
    - Audio: `Snap!` + `Whoosh!`
    - The Slingshot dissolves. Control transfers immediately to the Dominant Hand (Open Palm).

3. In-Game Feedback (HUD-less Design)

- **No 2D HUD:** Keep the screen clean.
- **Health/Fuel:** Visualized on the plane itself (e.g., smoke if damaged, blinking light if low time).
- **Directional Cue:** If a coin is behind the user, a small 3D arrow floats near the *plane*, pointing to the coin.
- **The "Clutch" Signifier:** When user makes a Fist, the Plane's engine sound drops to a low idle, and the trail color changes (e.g., White to Blue).

4. The "Victory Lap" (Level End)

- **Trigger:** Last coin collected.
- **Event:** A **Portal** opens. Ideally placed on a wall (using Scene API) or floating in the largest open space.
- **Action:** User flies into the portal.
- **Transition:** Screen wipes White -> "Level Complete" Stamp appears on the Clipboard.