Interact in a 3d world

Draw axis aligned boxes, by defining 2 points using wand to build objects.

Shoot balls to knock them down.

Using the two markers on the wand, go into FPS mode and run around with camera.

Intuitive user interface

- Left mouse button to create wall
- Middle Click to shoot balls according to wands orientation
- Right click to go into FPS mode
- Mouse wheel to change ball velocity