



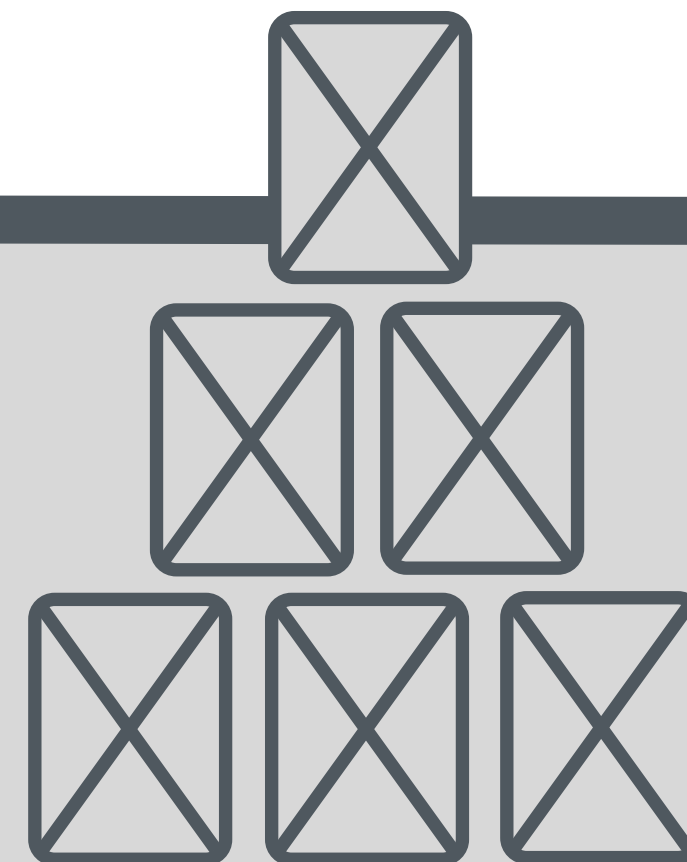
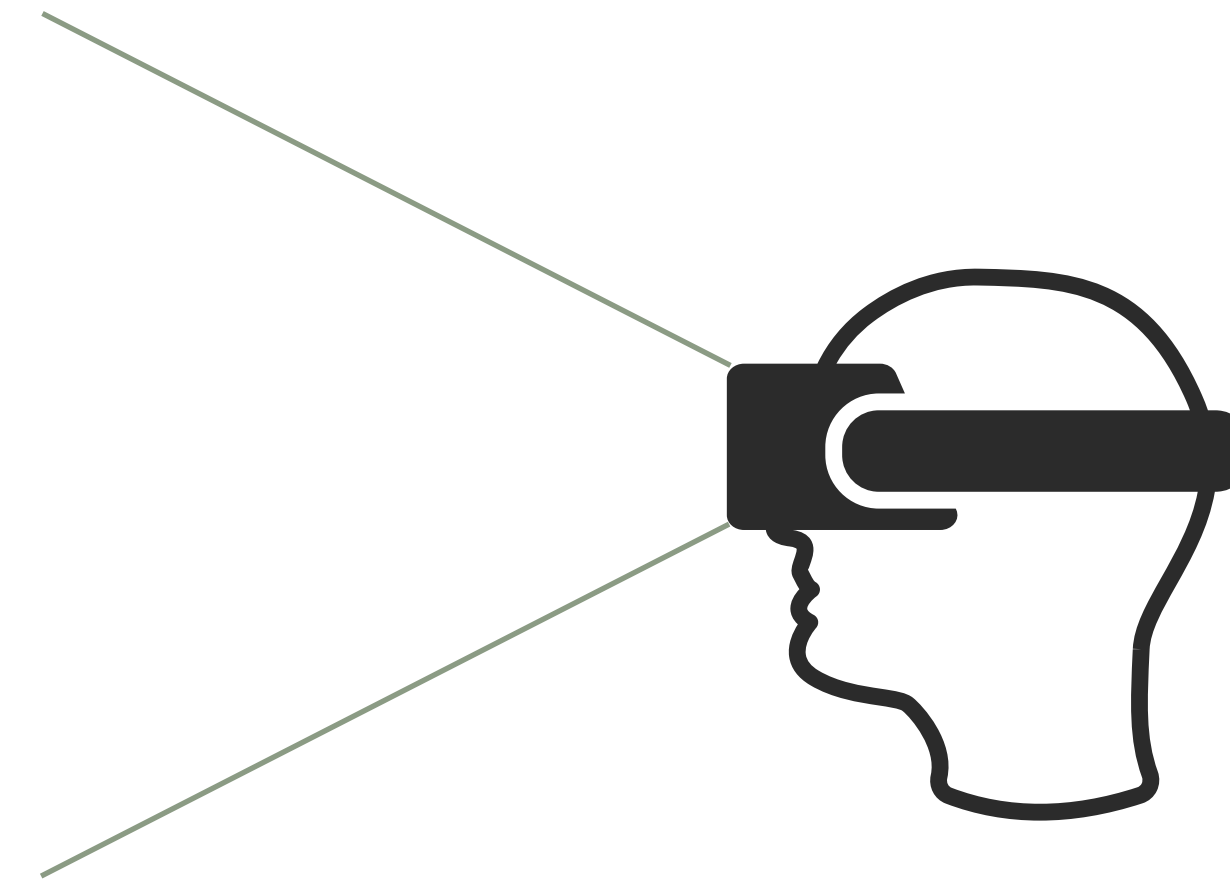
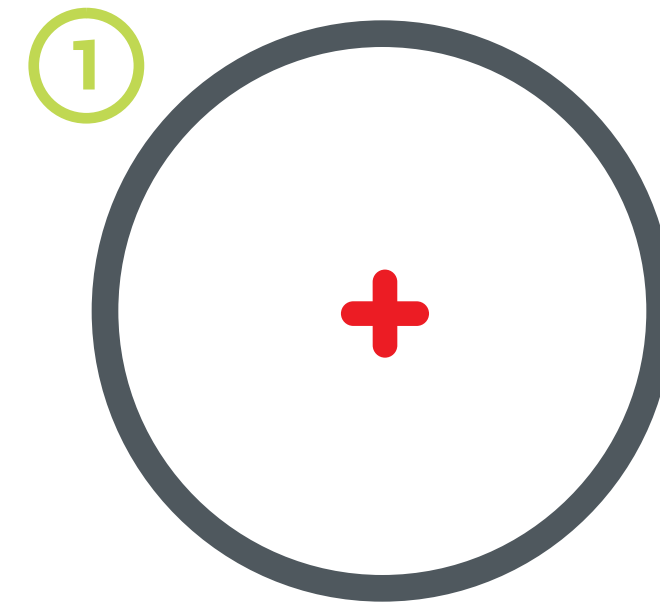
Gear_{VR}

Framework

V1.0

INITIAL SCENE

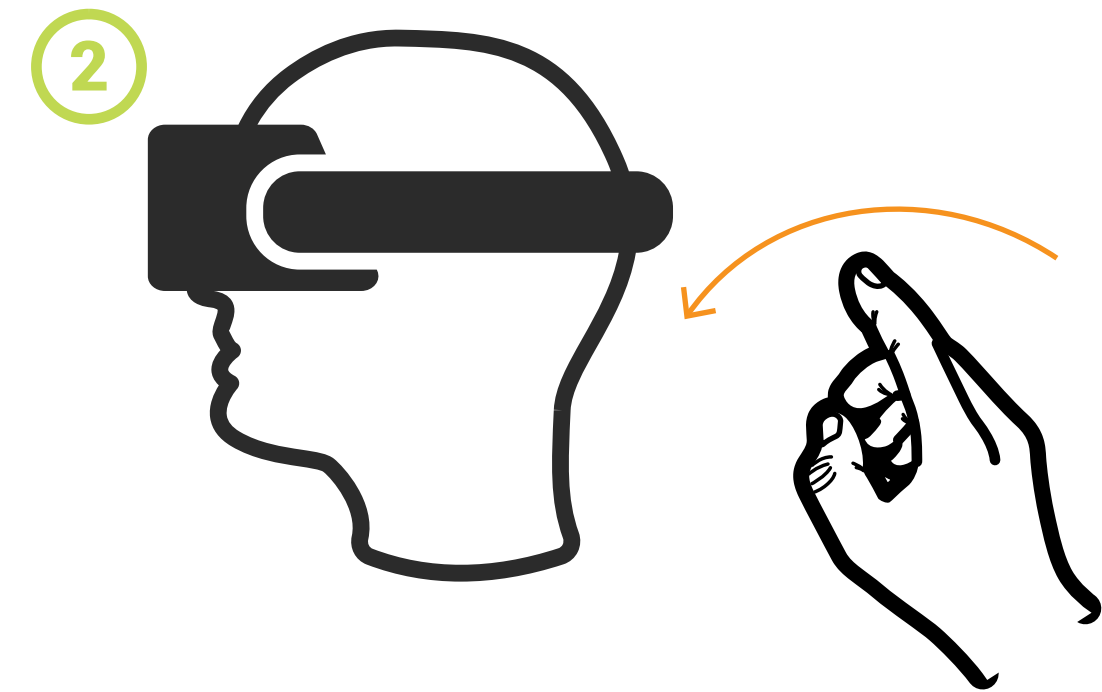
- 1) When start, the user pick the ball using the gaze pointer.
- 2) Launch using 'swipe' movement to define the initial velocity.
- 3) Show points.
- 4) Gaze over the restart button to restart.



LAUNCH BALL

- 1) When start, the user pick the ball using the gaze pointer.
- 2) Launch using 'swipe' movement to define the initial velocity.
- 3) Show points.
- 4) Gaze over the restart button to restart.

Launching the ball

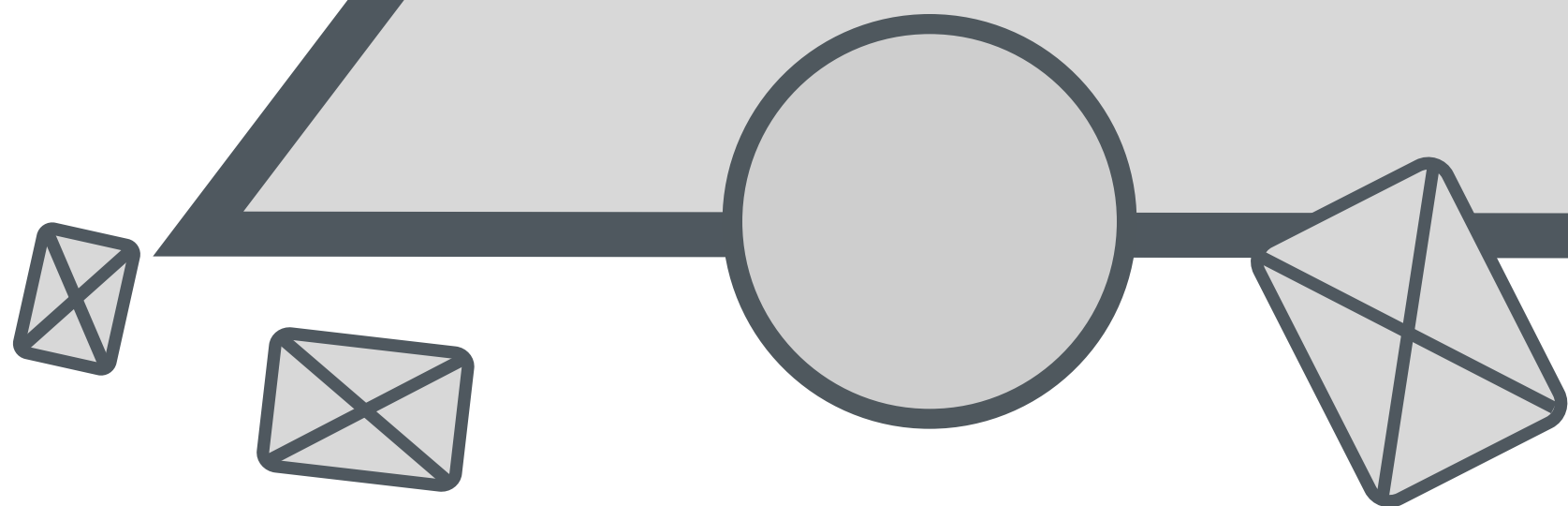


SCENE POINTS

- 1) When start, the user pick the ball using the gaze pointer.
- 2) Launch using 'swipe' movement to define the initial velocity.
- 3) **Show points.**
- 4) Gaze over the restart button to restart.

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YOU HIT 8 OBJECTS!



RESTART SCENE

- 1) When start, the user pick the ball using the gaze pointer.
- 2) Launch using 'swipe' movement to define the initial velocity.
- 3) Show points.
- 4) **Gaze over the restart button to restart.**

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RESTART

