

INPUTS:

Surrounding air - is read by the Atmo Sensor to give a value to the air quality

User position/World location - is noted to show what kind of visual you'll get

User gestures - are taken to affect the surrounding visual.

Surrounding air - is then shown as small balls varying in shades of blue to so air quality

User position/World location - determines the view of air quality

User gestures - the balls have collision on them so moving through them causes them to react