from ursina import \*  
from ursina.prefabs.first\_person\_controller import FirstPersonController  
  
app = Ursina()  
grass\_texture = load\_texture('assets/grass\_block.png')  
stone\_texture = load\_texture('assets/stone\_block.png')  
brick\_texture = load\_texture('assets/brick\_block.png')  
dirt\_texture = load\_texture('assets/dirt\_block.png')  
  
  
class Voxel(Button):  
 def \_\_init\_\_(self, position = (0,0,0), texture = grass\_texture):  
 super().\_\_init\_\_(  
 parent = scene,  
 position = position,  
 model = 'assets/block',  
 origin\_y = 0.5,  
 texture = texture,  
 color = color.color(0,0,random.uniform(0.9,1)),  
 scale = 0.5)  
  
 def input(self,key):  
 if self.hovered:  
 if key == 'left mouse down':  
 voxel = Voxel(position = self.position + mouse.normal)  
  
 if key == 'right mouse down':  
 destroy(self)  
  
  
for z in range(20):  
 for x in range(20):  
 voxel = Voxel(position = (x,0,z))  
  
player = FirstPersonController()  
  
app.run()