Curent Limitations:

-You can rotate objects by only 90,180,270,360 degrees

-You can use only features of Blender used bellow

-You can`t move,scale or rotate Edges and Vertices but you can still extrude Edges as long

Features of BAMER

Change Modes: press Tab to go to Edit Mode and Tab again to go to Object Mode

Move: Any Mode select press G optional X,Y,Z to move on selected axis

Scale: Any Mode select press S select press G optional X,Y,Z to scale on selected axis

Add Object: Any Mode shift+A and select
Curent Objects: Cube,Plane

Extrude: Edit mode select face press E

Inset: Edit mode press Ctrl+D and S to scale selected

Duplicate: Any Mode Ctrl+D to duplicate selected

Multiple Objects: You can have as many objects in a scene as you like

Curent Objects: Cube,Plane

Delete Faces: Edit mode   Select faces press delete select Faces

Add Lines: Edit mode press Ctrl+R Scroll to add more lines ,choose where you want the lines,

Add color: Find material , change color only

Fill: Select edges press F

Modiefiers

Mirror,Boolean,Array