Documentation

**Aakash**

Group members:  
Aakash, Vani, Ashwin

I did these 6 points worth of items:

Design/Visual:

1 - Layout the level (Only one person in group can claim)

Coding:

1 - Particles used when ball is clicked

1 - Trigger event when player moves into area

1 - Add physics to slope assets that the ball can roll on.

1 - physics aggregates attached to new objects (Not what is already done for you, not using my addPhysics function)

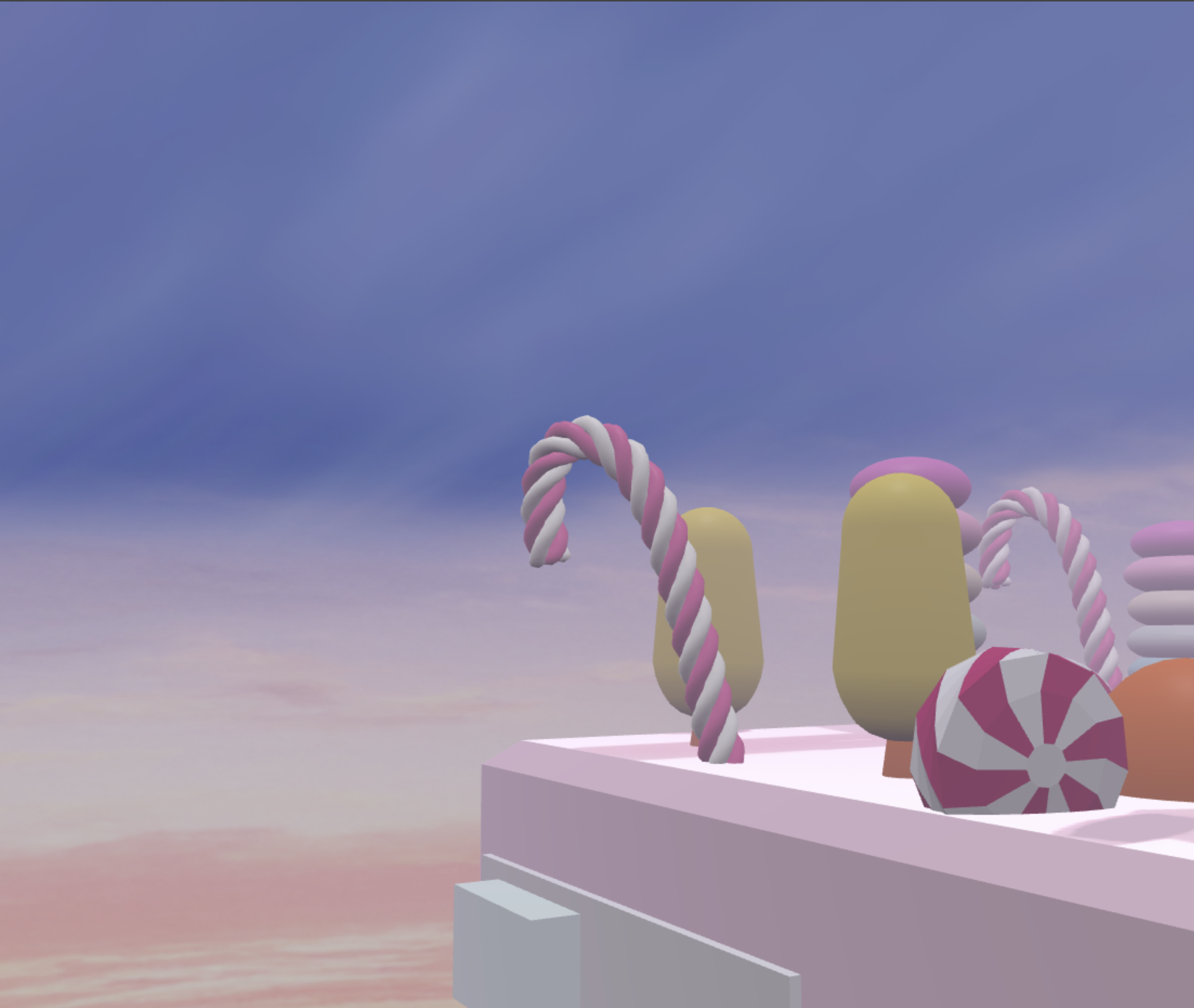
1 - Detect if physics mesh touching other meshes to trigger events or messages (eg. Making a "You Win" object become visible). Use if (mesh.intersects(othermesh)) { do something }

**Vani Sree Mekala -StudentB**

Group members:  
Aakash, Vani, Ashwins

Design& Code Implementation for:

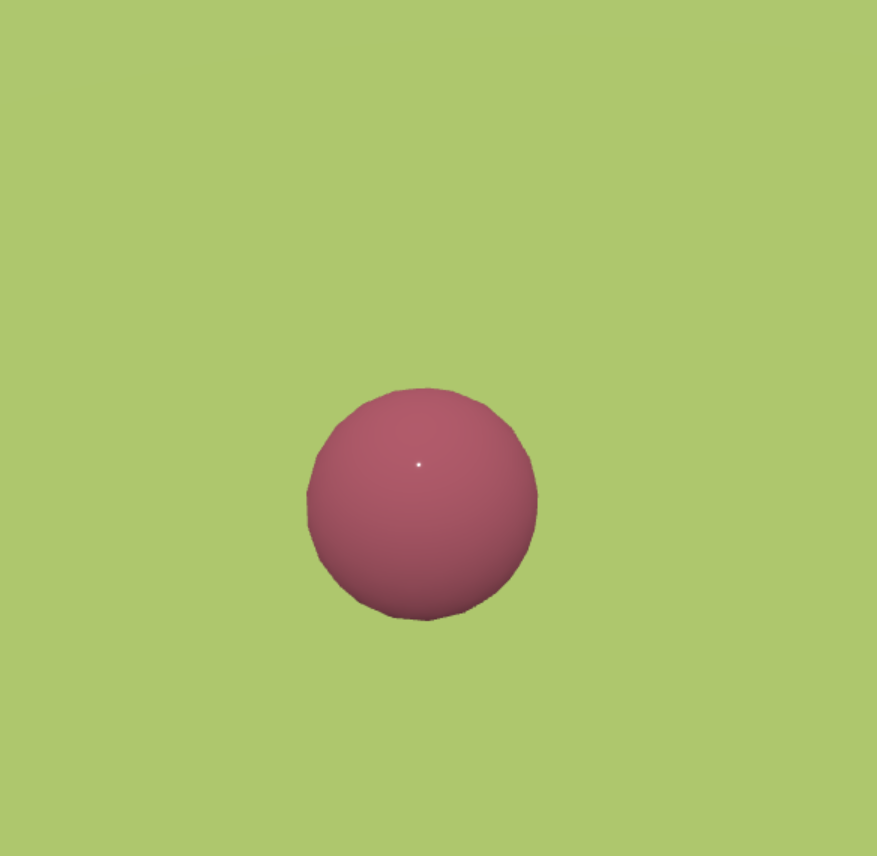
* (2 pts) Create panoramic 360° equirectangular sky image for skydome.



* (1 pt) Add emissive glow (neon lights, glowing objects)
* (1 pt) Add fog with color-matching theme



* (1 pt) Create your own material with Materialize (include .mtz file)  
  Saved everything in common.glb for materials as well. The source of the created materials is inside the images folder.



* (1 pt) Bake lightmap and apply shadow maps via code

A candy land with a blue sky

AI-generated content may be incorrect.

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**ASHWIN GEORGE – STUDENT D**

Design Items (2 points)

(1 pt) Create outline/cartoon style for certain interactable (inverted hull)

A cartoon of a building with a sign

AI-generated content may be incorrect.

(1 pt) Vertex paint or bake lighting into vertices for props

Code Items (4 points)

(1 pt) Trigger music to play automatically on scene start



*-Added background sound in the start of the game. Shown in the above video.*

(1 pt) Sound triggered on action (hit gong, door opening sound)

*-Added quack sound to the ball*

(1 pt) Use teleport points instead of free teleport

A cartoon house with a pink door and a pink and green building

AI-generated content may be incorrect.

(1 pt) Trigger animation on click (e.g., moving obstacle, rotating bridge)

A cartoon character on a candy land

AI-generated content may be incorrect.