

Folio-2023

Start with a 3D prototype!

- Make the home
- Make some doors inside
- Make the rooms prototype
- Work on the scroll functionality
- Work on the rotational functionality
- Work on the infinity hallway
- Set the colors and temporary project info
- Make some animations on door knock and project preview
- Change the controllers once the user enters the room
- Make the slideshow interactive
- Make the primitive door change once someone enters the room

Change it to the real one

- Craft the needed assets in Blender
- Set the animations correctly
- Make sure the visuals are set appropriately, not colors yet
- Add some projects information to the rooms

Focus on interactivity

- Make the GUI as functional as possible
- Ensure that the loop is fine
- Double-check the animations
- Work on the loading panel
- Track the performance and apply changes
- Print a 100% lighthouse report
- Add the interactive cursor
- Make the GUI, again, as functional as possible
- Make sure everything works FINE

Lights and visual effects

- Add accurate materials and make sure the colors are good on mobile phones.
- Manage to mimic a colorable, fake light emission from the doors (on the doors' opening sides and bottoms)
- Add shaders and textures to shape the final look and feel of the project.
- Add a dark or night mode

Reusability

- Check the editability of the Doors.js and Rooms.js modules
- Check on odd doors number, like having 7 projects to preview!
- Make sure you have a key that is set to open for every door so that a single update will close the intended door, from its ID
- Make sure that the tests are not impacting the performance at all
- If a model is added and the loop stoped, will everything work fine?
- If someone took the project and tried to modify it, will it be ease for them? Have strange things been commented? Will the Readme file be enough or I will need a full documentation?

Eastern Eggs

- Work on them, THEY ARE MYSTERIOUS!!

Work on sound effects

- Download and gather the required assets
- Add the atmosphere music, if ready
- Make the music go intense in wild scroll
- Add the sound effects

Mobile Accessibility

- Make it work fine, nothing more than that!

Make the HTML version

- Put a /lame/index.html subdirectory

Run Some Tests

- Do your best here! I can't help, though.

Folder Structure

