TRABALL

Computer Graphics Term Project

201835437 김진경
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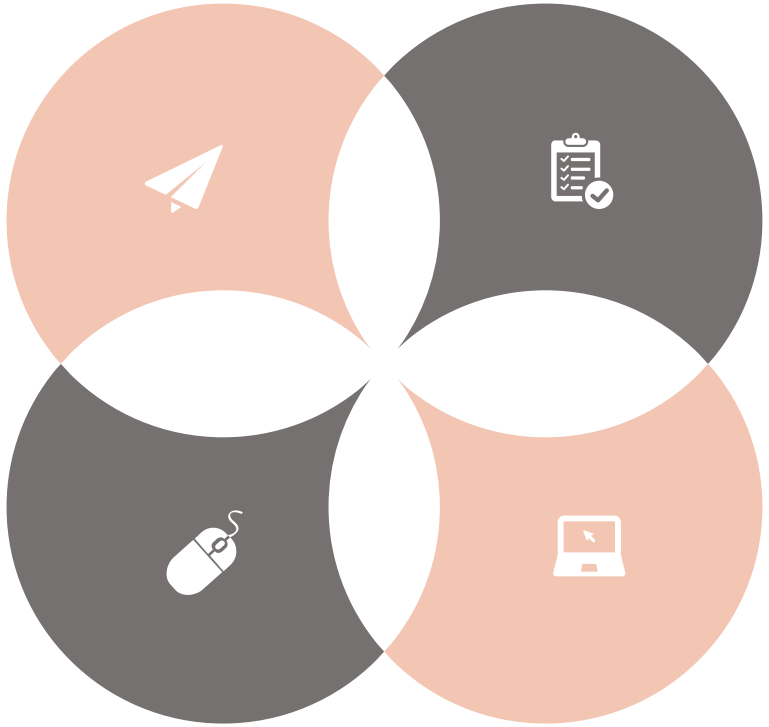
Brief Description

Key features



Task Scheduling

Member info

Move the ball to the destination

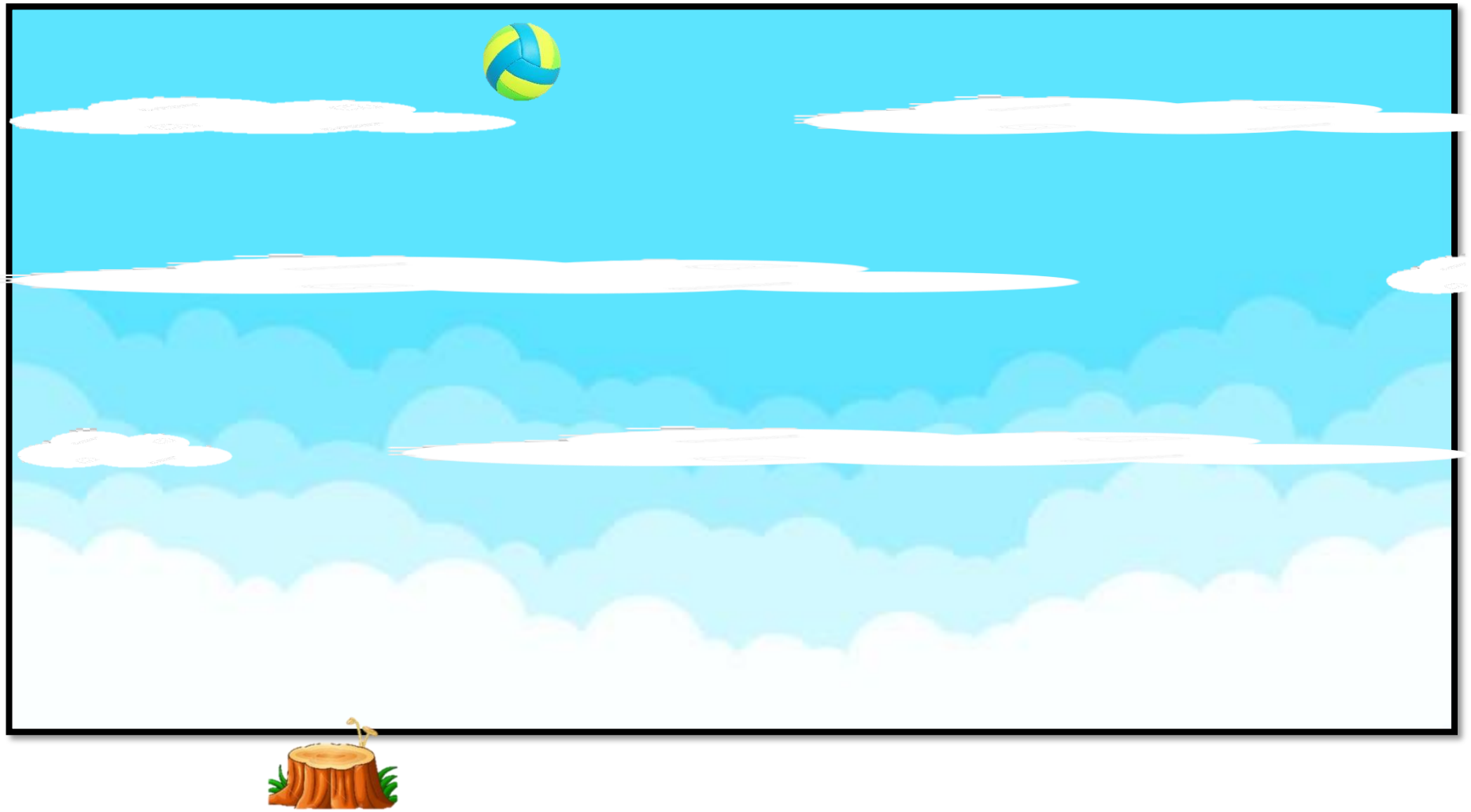
Move to the next level
within a set time to destination.

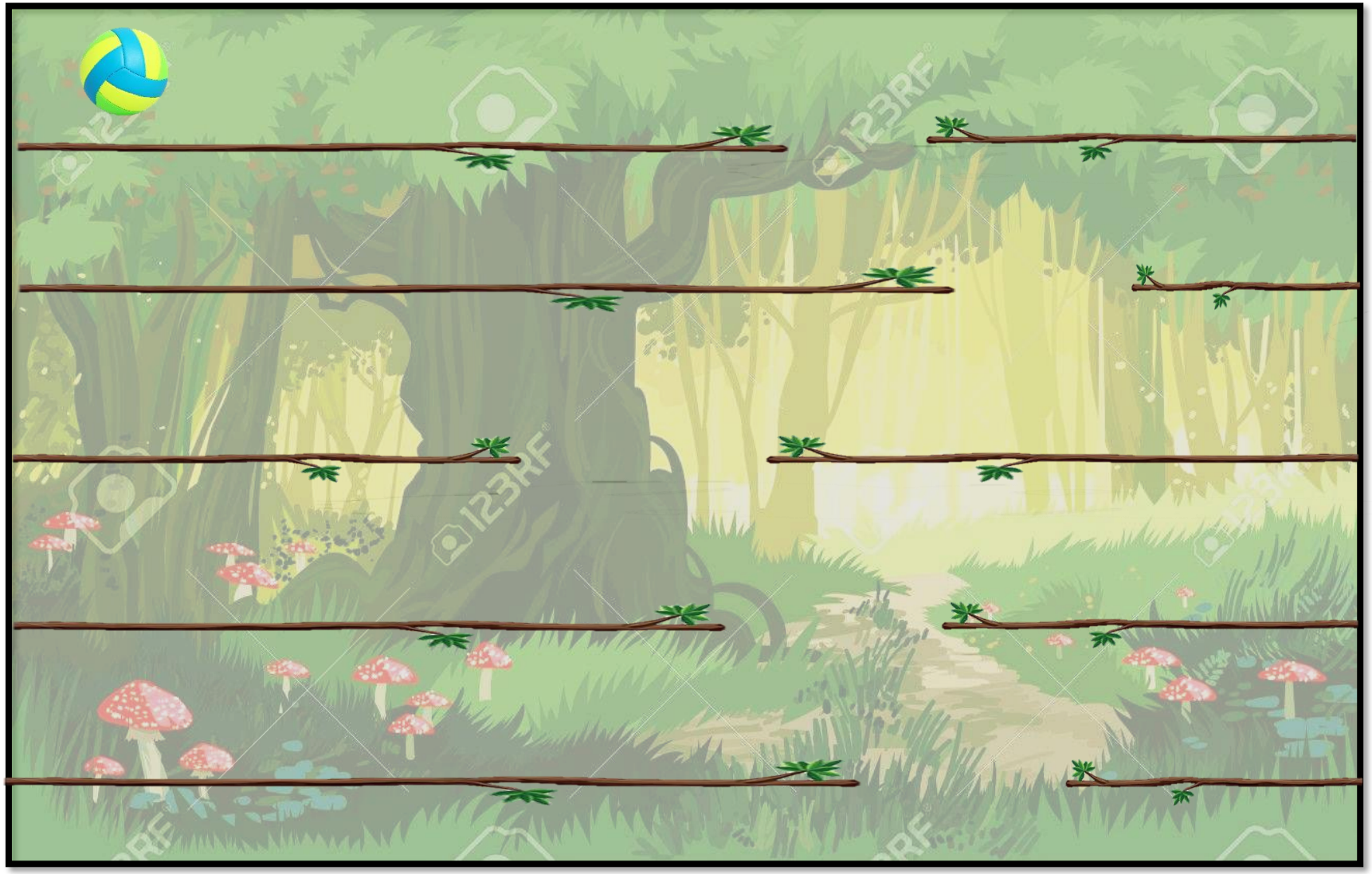
Play the game with the mouse.

TRAVEL + BALL

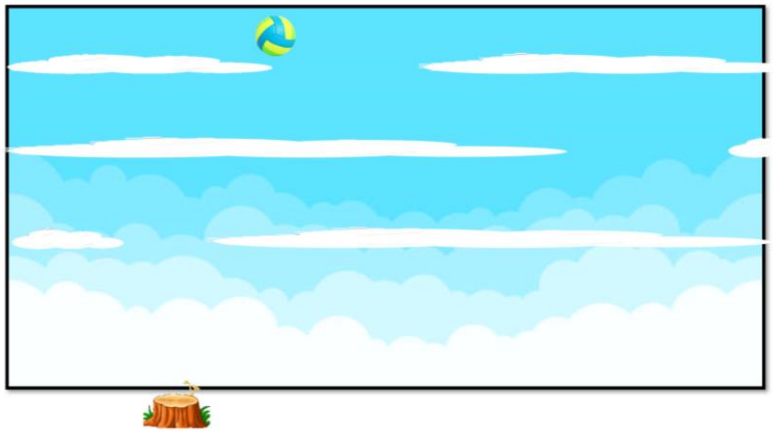
||

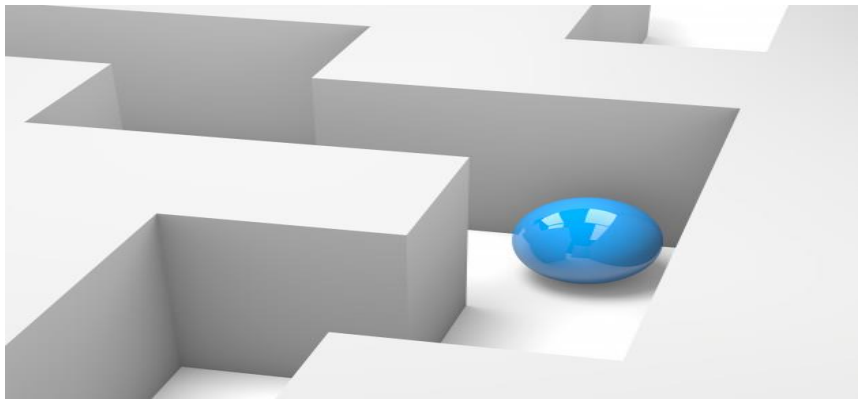
TRABALL

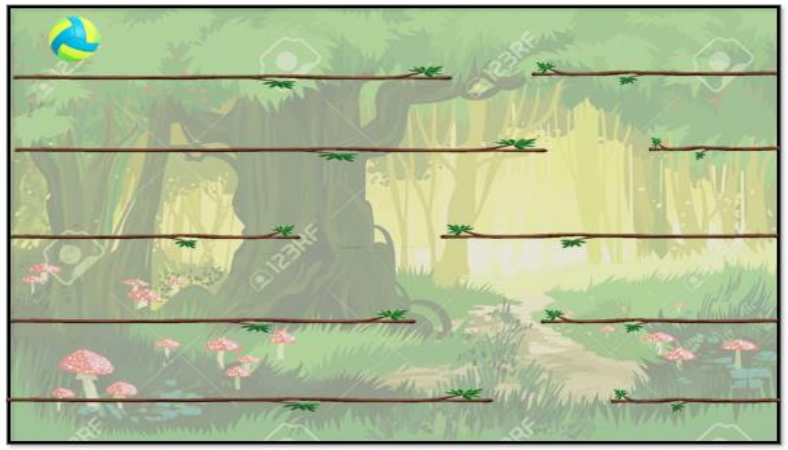


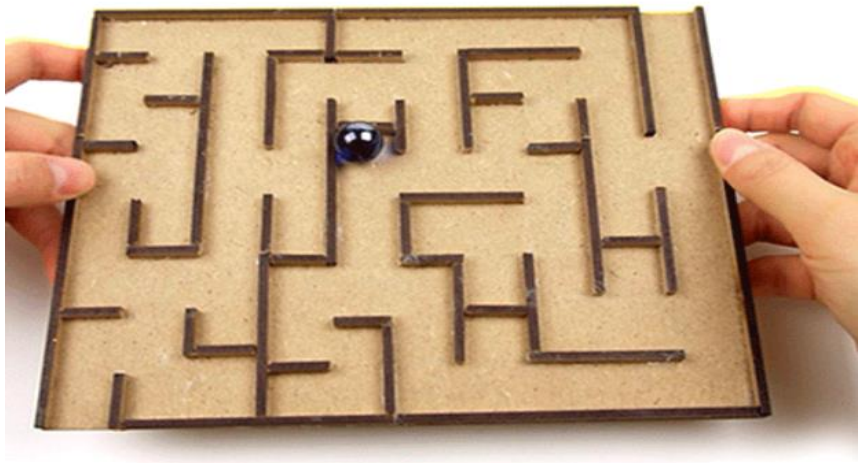


BRIEF DESCRIPTION









- The game will be implemented in 3D.
- As the game level goes up,
  the time limit becomes tight and traps appear.
- The speed of the ball depends on the degree of movement
  of the mouse.

November, 2020

SUN	MON	TUE	WED	THR	FRI	SAT
1	2	3	4	5	6	7
Meeting	Map Design					
8	9	10	11	12	13	14
Meeting	Event implementation					
15	16	17	18	19	20	21
Meeting	3D & Texture					
22	23	24	25	26	27	28
Meeting	Supplementation & WebXR & Final Presentation					
29	30					
Meeting						

201835437 김진경

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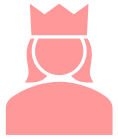
Proposal presentation



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Final presentation

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Presentation production

Thank you