COMP 370 Individual Project Part 2: Final Version

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Abstract:

Interactive webgame the goal of the game is dodge the incoming blocks of “space debris” the high score and score are present at the top of the screen, there where little to no changes in from the original

Setup:

In order to load you must access the assignment7.html through a server, suggested application serverz

Controls:

to move left and right either use A and D or the left and right arrow keys, to speed up and slow down press W and S or the up and down arrow keys.

Take away:

It was quite a lot easier than I anticipated. In the process of the development, I learned how to implement multiple different shapes I made use of instancing as well as unseen surfaces in order to put the background.

Gameplay:A picture containing text, doing, jumping, trick

Description automatically generatedimpact:Graphical user interface

Description automatically generated

high Score A picture containing text, night sky

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code:

Text

Description automatically generatedText

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Description automatically generatedText

Description automatically generatedA screenshot of a computer

Description automatically generated with medium confidenceText

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