

Root-Mean-Square Diff

- difference between drawn endpoints & template endpoints

- $$\sqrt{\frac{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}{3}}$$

- one point way off worse than many points a little off

A-Frame Components

- drawing & templates: **aframe-lines** are cheap, but mesh would look better
- global state uses **aframe-state-component**
- world with space to move & no waist-high insurmountable fences: island (like Myst) using **aframe-atoll-terrain** and **aframe-simple-sun-sky**
- **movement-controls** with no navmesh :-(
- Violent Cloud creatures: custom **displacement shader** using Perlin noise
- creature collision: **aframe-aabb-collider-component**
- score indicator: **aframe-dial**