

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**

Tutorial Features

- In-world control summary & spell book
- Positioned, scaled & rotated templates shown briefly
- Spoken hints
- Harmless (but annoying) creatures for warmup

