**Educational Game Notes**

Used part of up and running webGL to get main app framework working.

Used trackball controls from three to allow camera to be manipulated.

Own obj file would load but did not show up, whereas example files from Three seem to show up fine, so must be some issues with conversion process? Check export options from Max again.

Created new type of node, inherited from Three.Object3d this will allow things like half spins and full spins and animation of specific objects.

Meshes and object3d’s can be named and the return array from intersection tests return objects, one of the members is a mesh, so we can get name of this and then look this up from objects in scene and update it accordingly.

**Game states**

Welcome screen

Enter player names

Start main game

Player 1 go – need to pick from their cards – pick and spin.

Player 2 go – pick from their cards – pick and spin.

Check if picks correct.

Correct message – leave cards turned

Incorrect message – reset picked cards