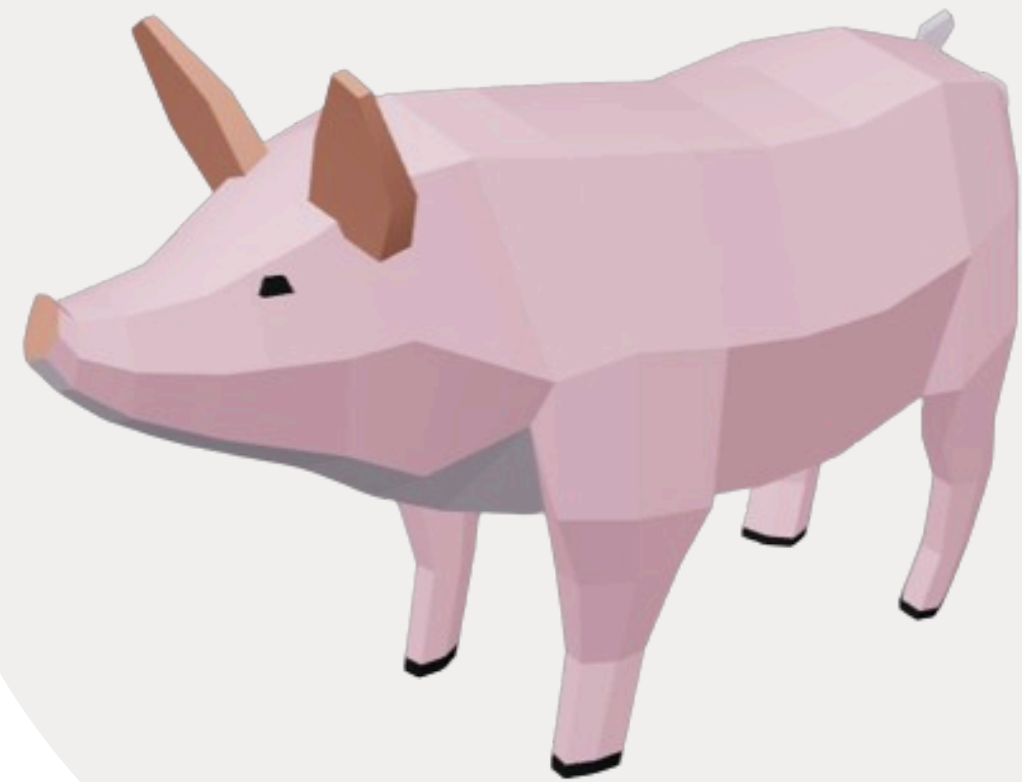


FUGA DA FLORIBELA

Sebastian D. González (103690)



Inspiração

Subway surfers

- O objetivo do jogo é obter o máximo número de pontos
- Correr o mais longe possível num caminho infinito
- O jogador pode deslocar-se entre 3 corredores

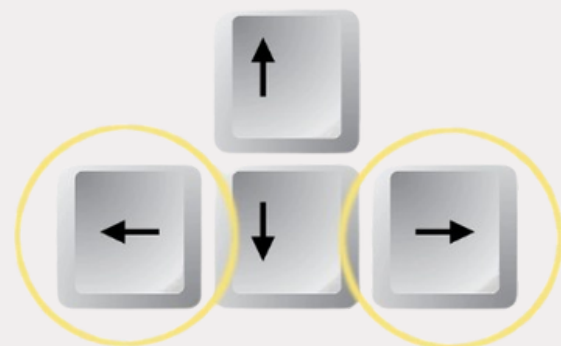


Run Floribela



- O objetivo do jogo é obter o máximo número de moedas
- O jogador pode deslocar-se entre 3 corredores, até perder

Comandos



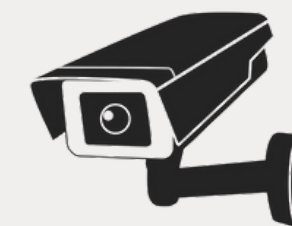
SETAS PARA MOVER A FLORIBELA

Desviar se dos obstáculos



SALTAR

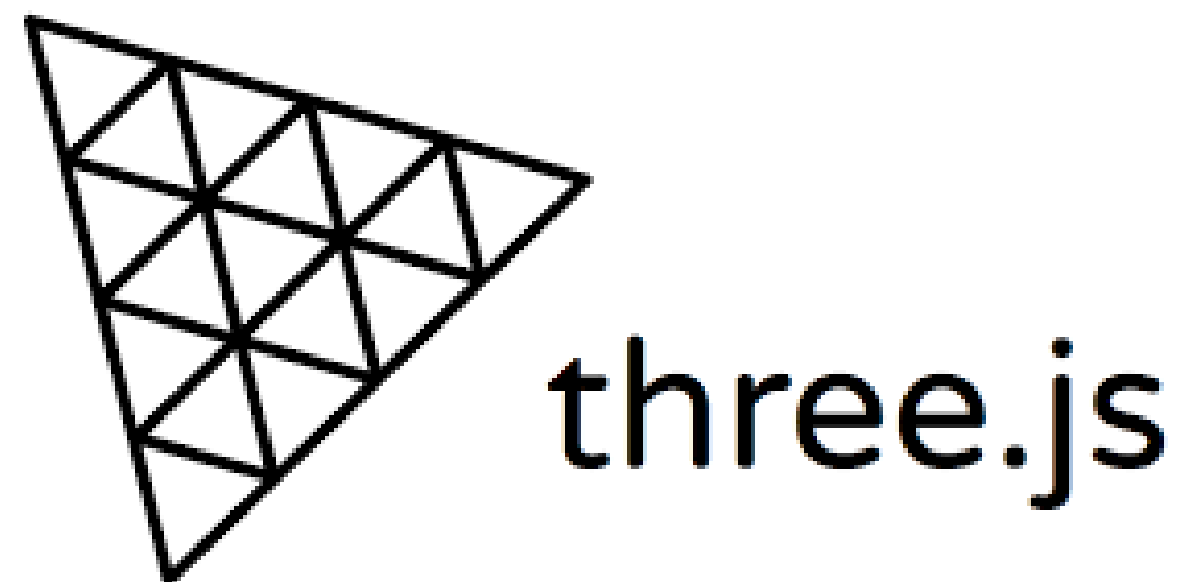
Saltar por cima de alguns obstáculos



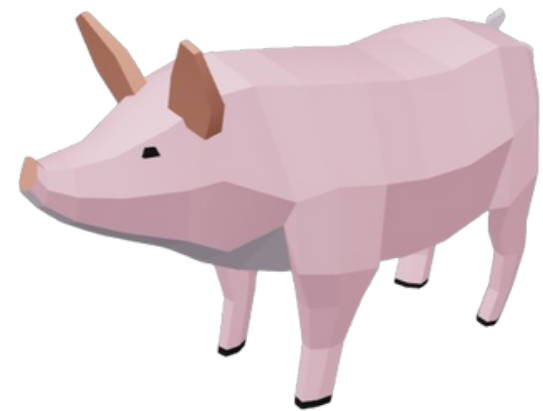
ORBIT CONTROLS

Teste e debugging

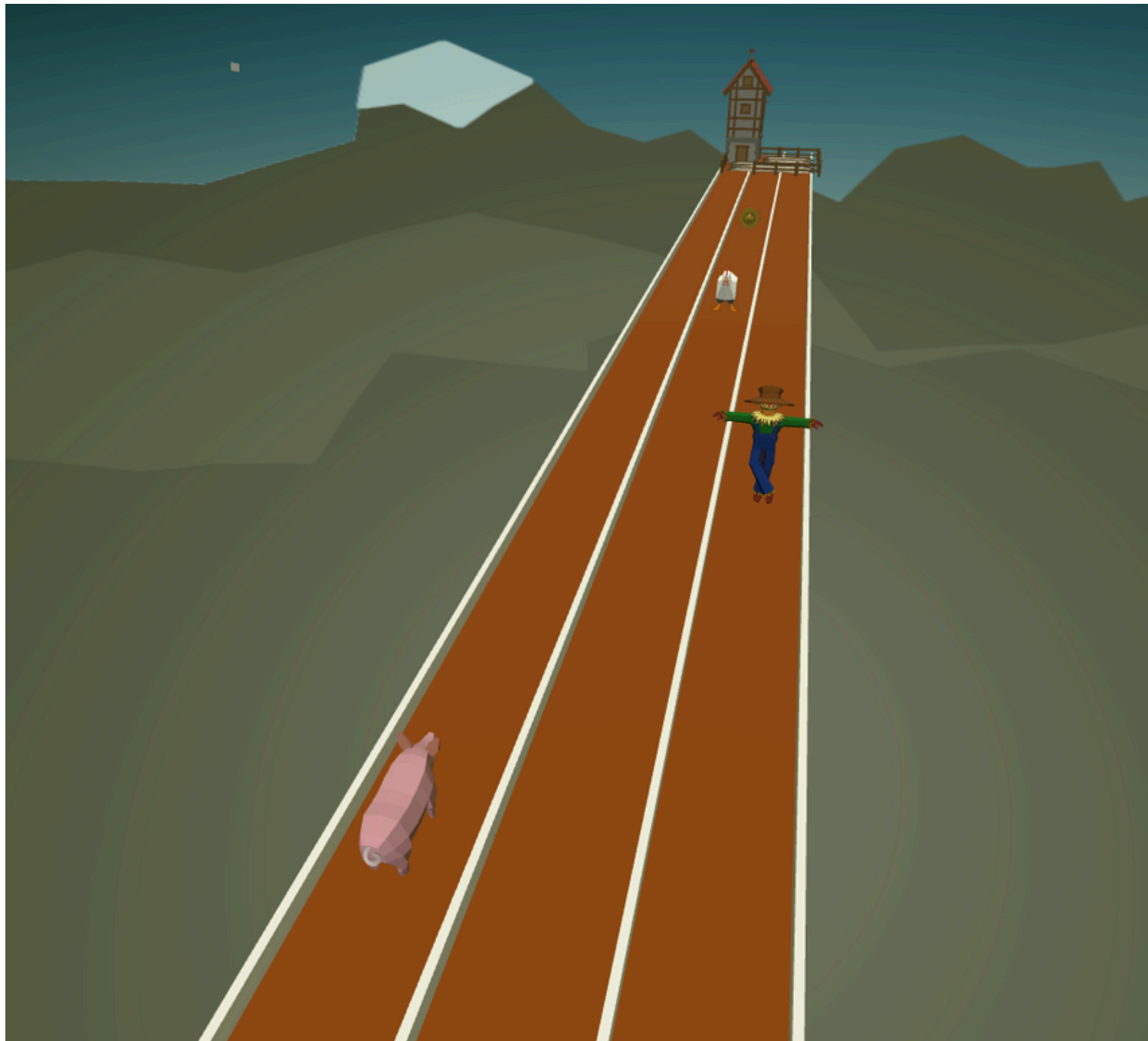
Example of a sequence of events



Baseado em cubos e modelos .glb



Desafios



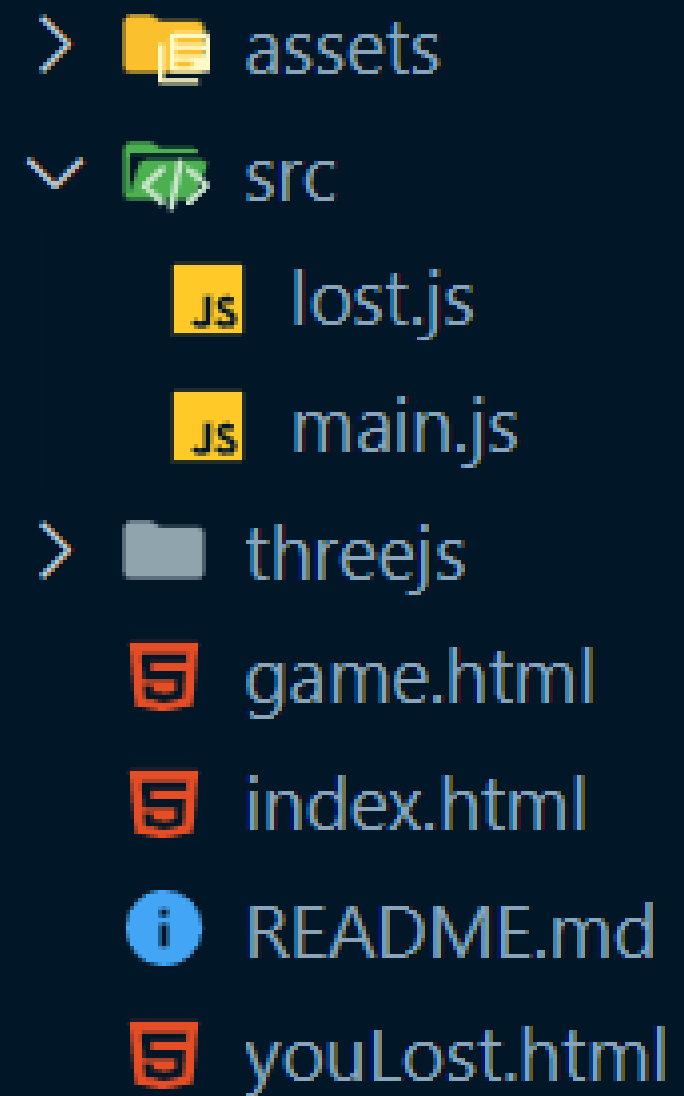
- Coletar as moedas e lidar com as colisões
- Não sobrecarregar o Computador
- Background/cenário de fundo

Luzes

```
// Lighting
const ambient = new THREE.HemisphereLight(0xffffbb, 0x080820);
scene.add(ambient);

const lightt = new THREE.DirectionalLight(0xFFFFFF, 1);
lightt.position.set(1, 10, 6);
scene.add(lightt);
```


Organização



```
> assets
▼ src
  lost.js
  main.js
> threejs
  game.html
  index.html
  README.md
  youLost.html
```

A file explorer view showing the project structure. The root directory contains two folders: 'assets' and 'threejs'. The 'src' folder is expanded, showing 'lost.js' and 'main.js'. The 'threejs' folder contains 'game.html', 'index.html', 'README.md', and 'youLost.html'.

Demo

link: https://elsebasdg.github.io/ICG_Project103690.github.io/