University of Massachusetts Boston
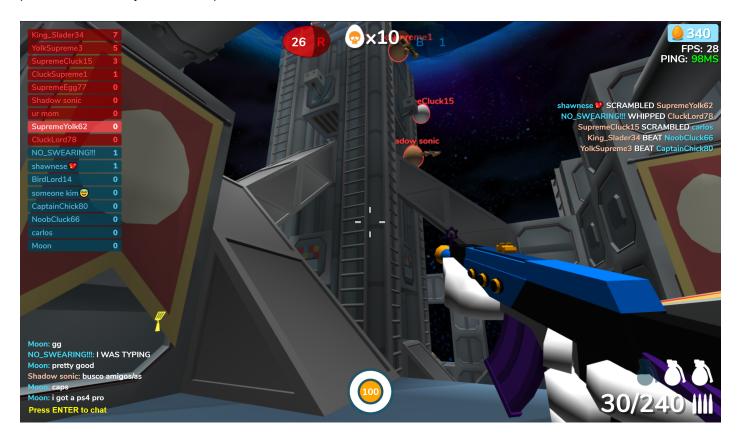
CS460

CS460 Fall 2020
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Due Date: 09/14/2020

Assignment 1: Intro

Part 1 (75 points): Describe your favorite WebGL demo.

My favorite demo is Shell Shockers (`https://shellshock.io`). The authors created a first-person shooter where all the players are literal eggs. It's really fun and easy to jump into.

I also want to give an honorable mention to Local War (`http://localwar.xidayun.com`). It reminds me a lot of Counter Strike: Global Offensive, except this one runs completely inside a browser. I didn't even know something like that was possible, but it really shows how powerful WebGL is.

Technologies used:

- HTML/CSS/JavaScript
- Babylon.js

Part 2 (25 points): Register for the virtual 3D world at `https://framevr.io/cs460/` and customize your avatar. Then, add a screenshot of your avatar below.

Bonus (33 points): If possible, try to host the project as your own Github repository and make it accessible via Github pages. Please make sure to credit the original authors. Then, link the repository here:
`https://github.com/EncryptedCurse/WebGLSamples` / `https://encryptedcurse.github.io/WebGLSamples`

It doesn't look like Shell Shockers is open source, so I rehosted a collection of WebGL demos that I found (including the aquarium that we saw in class).