

Proposal Final Project, Section A Cart263

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We want to create an interactive gallery where you can walk through a set of corridors and look at artworks and click on them to learn more about these pieces. We plan on having the movement be determined by WASD as most games do and we would like to have the mouse movement be linked to the camera in order to give a “standard” videogame feel. We would like it to be inspired by the doom videogame in the way that the view and movement are set. We plan on using the Three.js library to achieve this. We would like to take inspiration from these two “games” that are displayed in the page: Gorescript (<https://gorescript.github.io/classic/play/>) and Kid Disco Beta 0.9 (<https://kiddisco.asmallgame.com/>). We would like to take this opportunity to display some of our work from previous years and other personal projects.

