***ZOMBIE SURVIVAL***

***Interactive Graphics Project***

*\*Voglio mettere una foto del gioco\**

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**1. Introduction**

The aim of the project is to create a 3D game through a library named ‘*three.js’*, one of the most popular JavaScript framework for displaying 3D content on the web.

We developed a first person shooter game whose rules are simple: the player is surrounded by a fixed number of zombies and, in order to save its own life, he must kill them all. If the player is touched by a zombie at least one time then the game is ended, otherwise the player can freely run within the map bounds trying to shoot the zombies.