**CS460 Fall 2022**
Name: Hindu Medisetti
Due Date: 09/12/2022

Assignment 1: Intro

Part 1 (100 points):

My favorite demo is Teach Me to Fly. In the entertaining game Teach Me to Fly, you control a flying character. The objective is simple. Navigate through air, avoid buildings and stay alive as long as possible.You will be scored in a scale of noob to master. Even though the game and controls are straightforward, playing it is both enjoyable and tough. The glider simulation and control is perfect also the 3D buildings look amazing. (`http://www.spacegoo.com/wingsuit/#`).
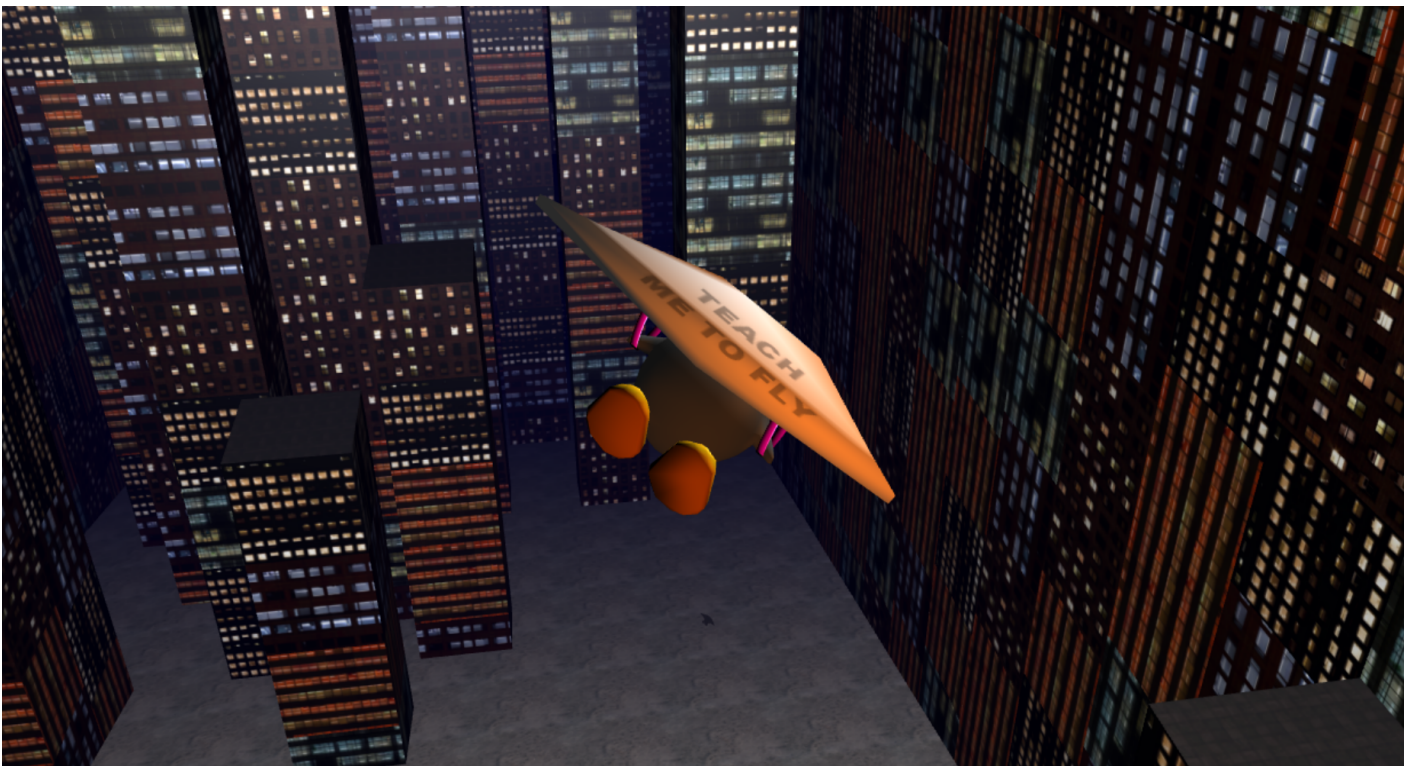
Technologies used:

- JavaScript

- Three.js

Bonus (33 points): In Collobration with Kiran Sandilya
Credits:XavierJS
link the repository here: `https://github.com/Kiransandilya/Teachmetofly`