

## Summary of Changes

- The work was initially developed as a web application using Unity 3D in a 4k environment. It is currently migrated to the web page running on WebGL, and viewers can experience it directly through the web link <http://flowingboundary.com/IP>
- For normal web page effects, viewers need to adjust the screen resolution to 1080p and use the Chrome browser to play in full screen. The page is slow to load at first, it may take three to five minutes.
- Other details of the project are explained in the submitted statement as a response to reviews.