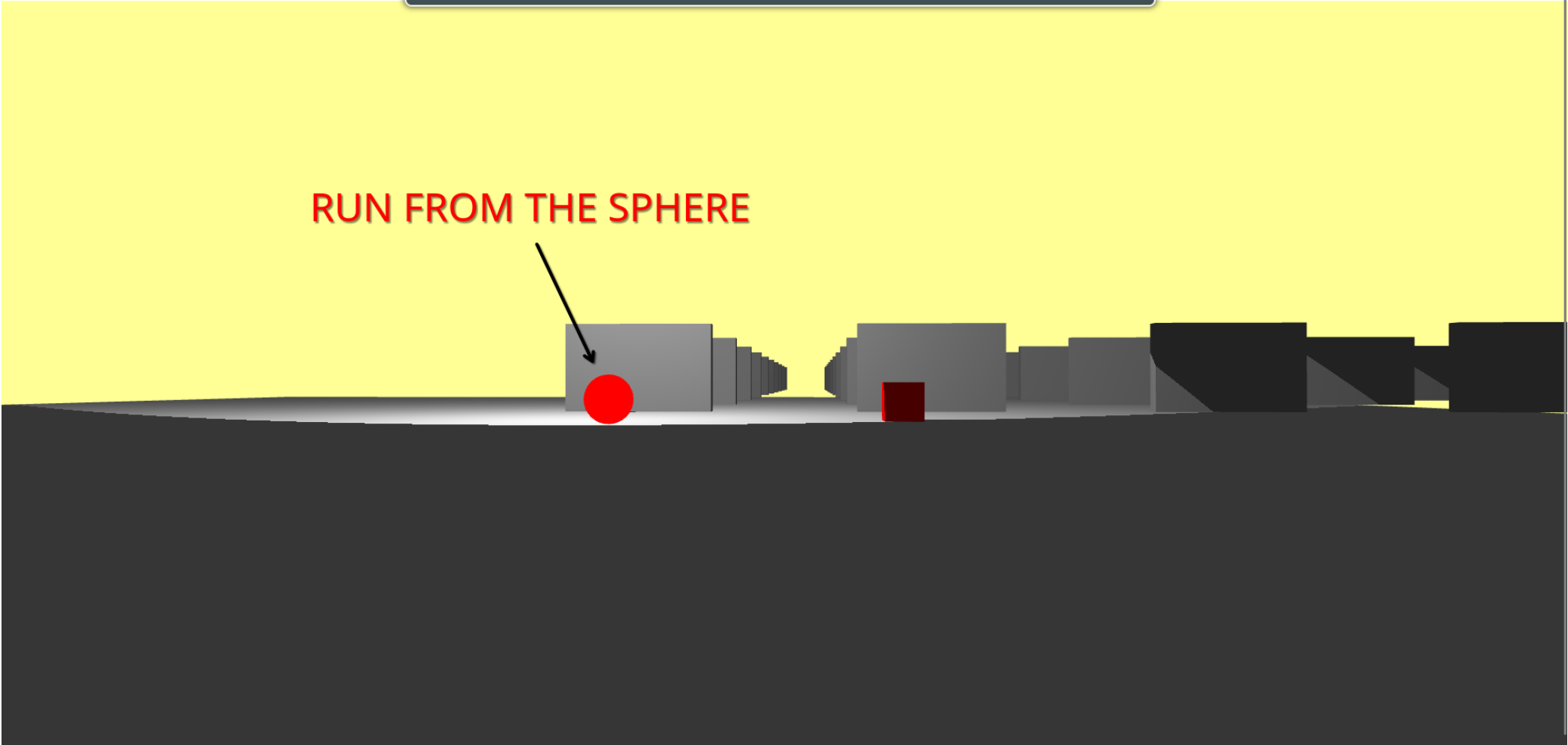


# Java Nextbot

- João Bastos - 113470 TP-1

Run project: <https://joabastos023.github.io/javanextbot/scene.html>

Repo: <https://github.com/JoaoBastos023/javanextbot>



## Objetives

- Openworld with multiple walls
- Walls have collision
- User is holding a light and the scene is dark/with low lights
- Sphere in the scene chasing the user

## What's done

- First person view
- Sphere chases the user, but once it hits a wall it stops there if you're not in the same x or z axis of the sphere without a wall intercepting it
- Some walls to test collision

## What's left to do

- Make the user hold a light and make scene dark
- Possibly improve the sphere behaviour
- Create an actual scene with the walls
- Add textures