University of Massachusetts Boston

 CS460

CS460 Fall 2022
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Due Date: 09/12/2022

Assignment 1: Intro

Part 1 (100 points): Describe your favorite WebGL demo.

My favorite demo is that of a simple low poly custom game engine, called the Larx Engine, created by github user lars-jarlvik, where upon accessing the Webgl page a digital environment is rendered. (`https://github.com/larsjarlvik/Larx-Engine`). larsjarlvik utilizes the Larx Engine to create a game space that demonstrates limited physical dynamics and interactions between game objects, including the water and land. Also, there is limited user interactivity which we're only permitted to zoom in and out via scroll, and are allowed to change settings regarding the capabilities of the Larx Engine. Game objects cast shadows, but all are static in place visually, except the water. Upon further zooming in, there seems to have be mechanics unfinished, as the cursor highlights areas it hovers over. Although, the Webgl demo seems incredibly lackluster, I personally see and respect the ambition of the creator larsjarlvik, and find it inspiring to begin my own small steps in creating my own demo. I also found the settings tab interesting to have available too.
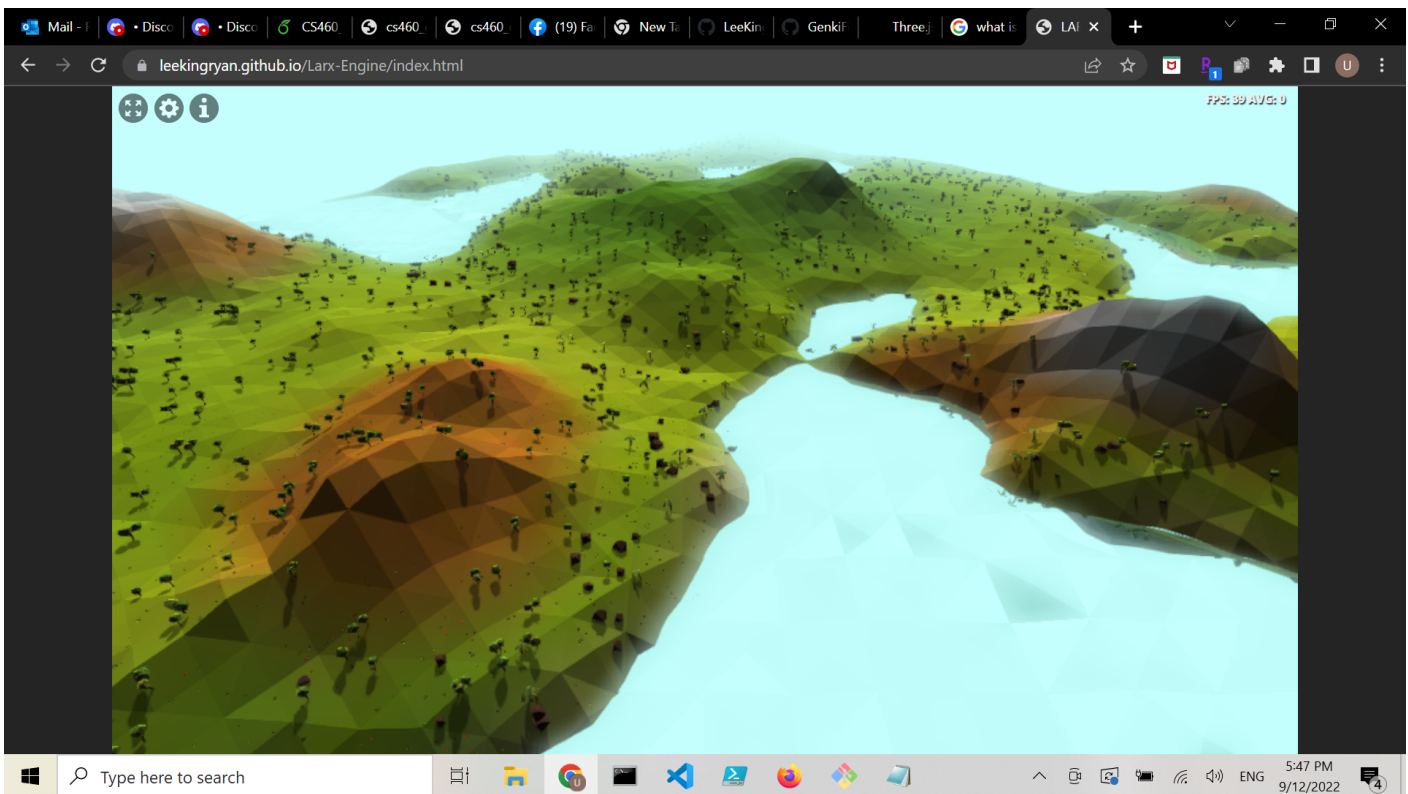
Technologies used:

- HTML/CSS/JavaScript
- Larx Engine

Bonus (33 points): If possible, try to host the project as your own Github repository and make it accessible via Github pages. Please make sure to credit the original authors. Then, link the repository here: `https://leekingryan.github.io/Larx-Engine/index.html`