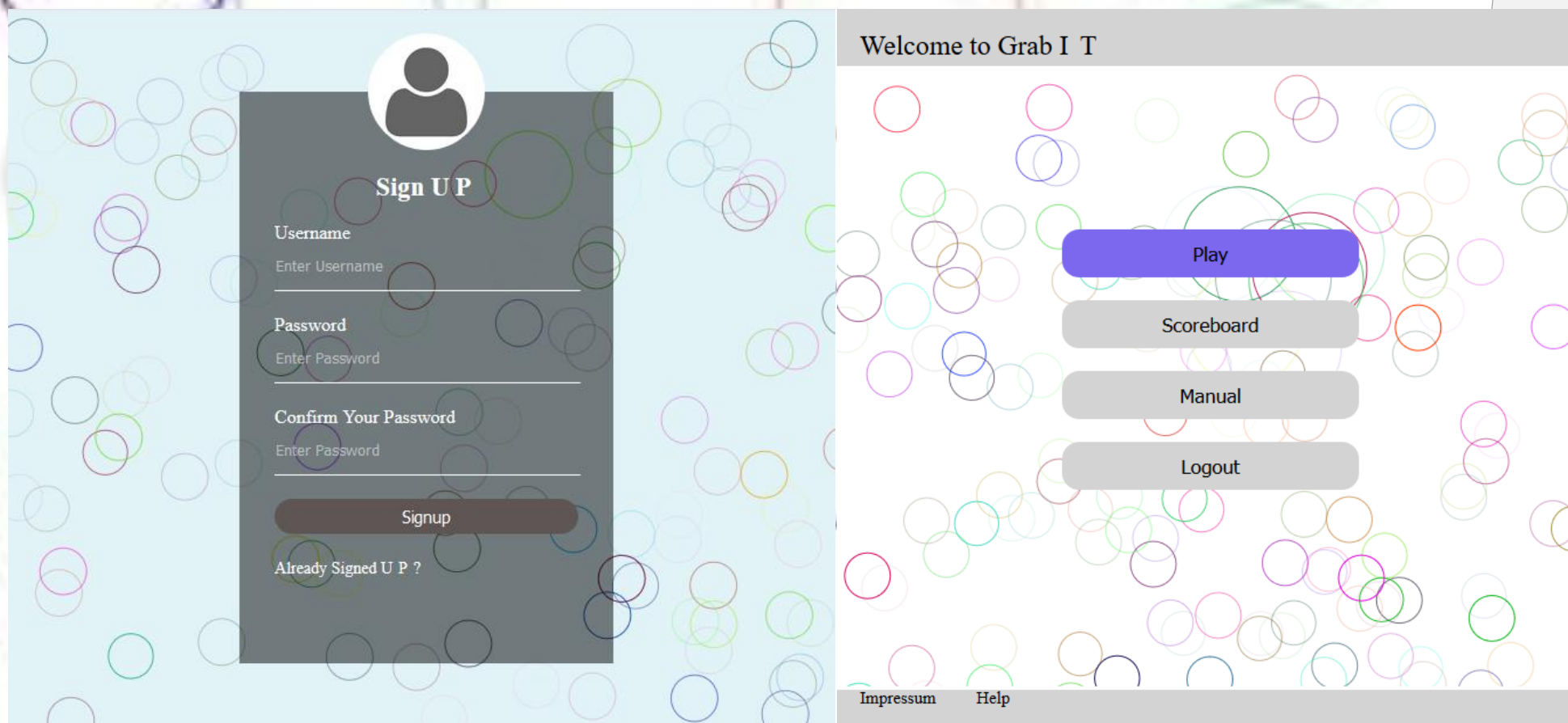


Grab I T is a web-based multiplayer game application. The game is implemented as a “pick-and-run” game, where the players collect items to increase their scores.

# Grab I T

The website provides

- User authentication with login and signup processes
- Multiplayer game
- Chat
- Scoreboard including the scores of all registered players
- Game manual and Imprint
- Interactive canvas background



For more interaction between the players, a chat window allows current players to text each others.



The scoreboard displays the scores of all currently playing users, starting with the highest score.

The 3D JavaScript Library “three.js” was used to implement the game geometries / scene elements.

Several items are spread around a playfield and can be collected by the avatars by walking over them. The player who has collected more items is considered the winner.

JavaScript utility “TrackballControls.js” was used to implement mouse, trackpad and keyboard’s interactions with the 3D scene.