

CS460 Fall 2022

Name: SAIRAM

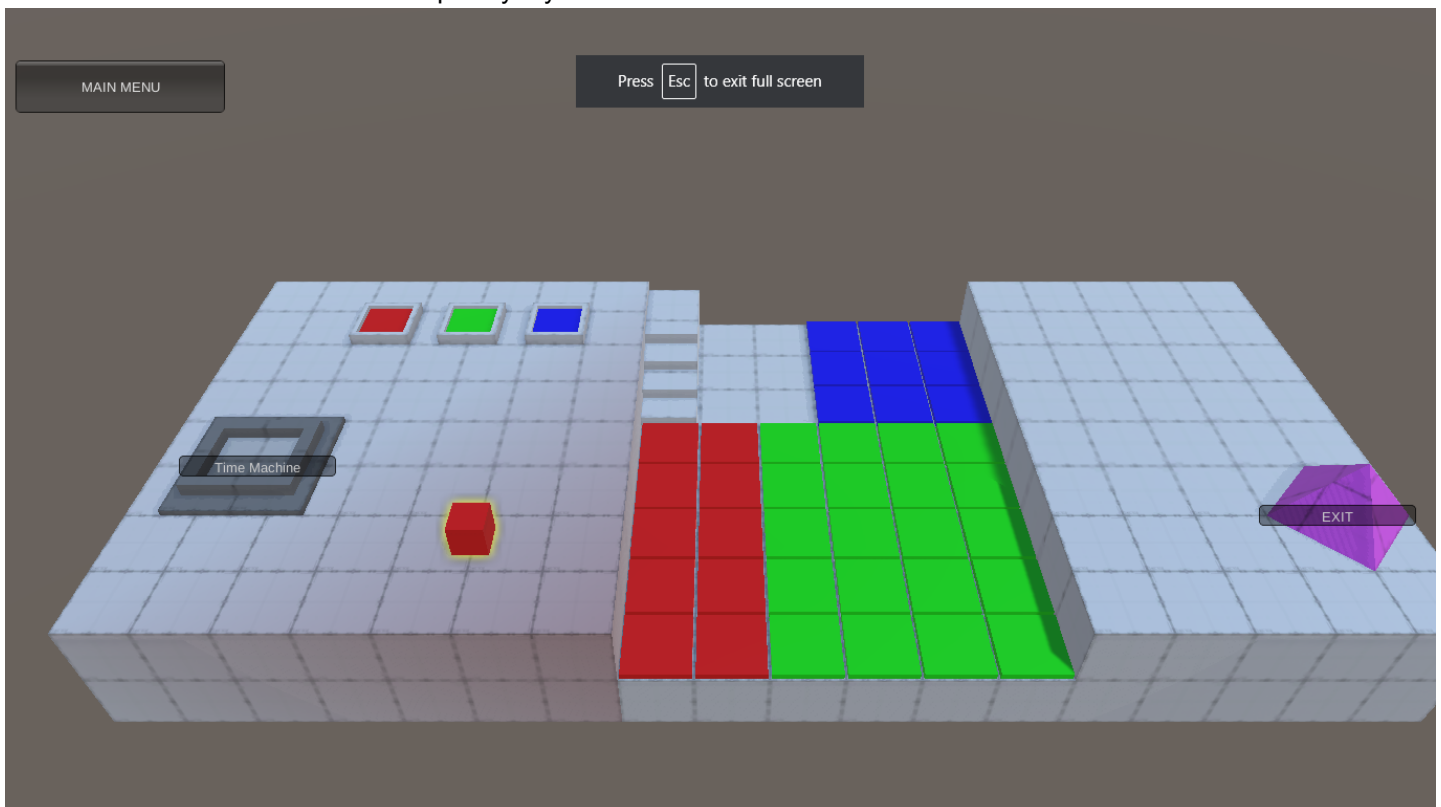
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Due Date: 09/12/2022

## Assignment 1: Intro

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

My favorite demo is (<https://gaweph.github.io/TimeGame-WebGL-Demo/latest/>). The scholars utilized Solidarity with WebGL to create a game. How WebGL may be utilized for games at this level flabbergasted me. The game was direct and involved crossing a scaffold in light of varieties. Just two levels were available, which was adequate to convey the game's objective. The best component is that you might replay the level you last played, and it likewise shows the length of the game you last played. It is the best outline of how to understand and make your own reasoning games as a novice! Regardless of the way that it utilizes just a minuscule measure of WEBGL and Solidarity, I think a beginner has a ton of commitment. It is consequently my number one Demo.



### Technologies used:

- HTML/CSS/JavaScript
- Unity3d
- Chrome browser.

**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://github.com/Gaweph/TimeGame-WebGL-Demo>

Collab with Keerthana Vutukuri