DOCTYPE html>

<html>

<head>

    <title>AR-VR PROJECT</title>

    <script src="https://aframe.io/releases/1.2.0/aframe.min.js"></script>

</head>

<body>

<a-scene>

    <a-camera position="0 15 30" rotation="0 -360 0"></a-camera>

    <a-assets>

        <!-- Load the texture for the ground -->

        <img id="groundTexture" src="texture/grass.avif">

        <!-- Load the texture for the walls -->

        <img id="wallTexture" src="texture/wall.jpeg">

        <!-- Load the texture for the outer ground -->

    </a-assets>

    <!--sky-->

    <a-sky src="texture/sky.jpeg" theta-length="90"></a-sky>

    <!--outer ground-->

    <a-plane src="#groundTexture" position="0 -1.426 0" rotation="-90 0 0" scale="1500 1500 1500" repeat="10 10"></a-plane>

    <a-gltf-model position="0 0 0" rotation="0 180 0" scale="0.5 0.5 0.5" src="finalproj.glb"></a-gltf-model>

<!--camera positioning-->

    <a-entity id="rig" position="2 5 -30" rotation="0 180 0">

        <a-camera id="camera"></a-camera>

    </a-entity>

</a-scene>

</body>

</html>