Immagine che contiene testo, Carattere, logo, Elementi grafici

Descrizione generata automaticamente

Crash Bandicoot Three JS

Final Project

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Interactive Graphics

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Introduction

The game wants to give to the old-style gamers a throwback into the 90s, when the Crash Bandicoot era begins. It is all WebGL based, for which we’ve used:

* **JavaScript:** to build the logic of the game, with the various object spawns and all the mechanics of the game.
* **HTML+CSS:** for the front-end of the application and menu management.
* **ThreeJS library:** it simplified us the writing process of WebGL applications.
* **TweenJS:** to implement clearer animations for the run of the 3D model.

# Game Idea

The game is inspired by **Crash Bandicoot**, one of the most played video games in the 1990-2000 years. The name is a word pun of the third sequel of the trilogy, Crash Three, with our most used library in the project, **ThreeJS**. Our level starts in a forest near to a pirate bay, which is the level end, where a ship got destroyed and all the stuff on in got tossed all around. The goal of the game is to arrive at the end of the level without lose all the lives, avoiding obstacles, collecting fruits and break special or normal boxes.



Figure 1: Gameplay

# Development

The development of the project is divided into different parts, so that in each one we can focus on different aspects of the game.

## Main Character: Crash Bandicoot

Crash Bandicoot is the main character that the player can interact with. The 3D model is imported from SketchFab and is made of many parts and bones, that can be manipulated through JavaScript code and ThreeJS, loaded in an array called playerBones. There are almost 150 bones, including fingers and hair of the model, but we used only the parts that moves the model to simulate a run animation effect.

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