## Functional Design Document (FDD)

**Project Name:** *Scripty2k House – 3D Portfolio Experience*

**Goal:** Create an interactive 3D house or environment using Three.js where users can move around and explore different rooms, each showcasing part of your creative work (music, films, visuals, etc.).

**Objectives:**

* A stylized 3D house (can be low-poly or minimal aesthetic)
* First-person movement (WASD + mouse look or click to teleport)
* Clickable items that open projects (music players, video previews, links, etc.)
* Multiple “rooms” themed for:
  + Music
  + Film/Cinematography
  + Visual Design/Graphics
  + Experiments (TouchDesigner, Three.js, etc.)
* Subtle ambient effects (lighting, music, shaders maybe)
* Optional: Day/night toggle or light switches for mood

**User Interactions:**

* Click on certain objects (e.g. a poster, vinyl, TV) to open popups or links
* Optional: Interact with light switches, play music in rooms

**Visuals:**

* Minimal, dreamy, or vaporwave-inspired interior
* Posters, furniture, and screens as interactive elements
* Audio-reactive stuff for extra flair (maybe later)

## Technical Design Document (TDD)

**Tech Stack:**

* **three.js**
* **GLTF/GLB** models for the house and assets (Blender export)
* **Javascript** (vanilla or with Vite)
* **HTML/CSS** for overlay UI
* Optional: **tweakpane** or **gui** for dev tools/debug
* Optional: **howler.js** for music control