University of Massachusetts Boston

CS460 Fall 2022
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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 writers used UNITY with WebGL to produce a game. How WebGL might be used for games at this level astounded me. The game was straightforward and involved crossing a bridge based on colors. Only two levels were present, which was sufficient to convey the game's goal. The finest feature is that you may replay the level you last played, and it also displays the duration of the game you last played. It is the ideal illustration of how to comprehend and create your own thinking games as a newbie! Despite the fact that it uses only a tiny amount of WEBGL and Unity, I think a novice has a lot of promise. It is therefore my favorite Demo.
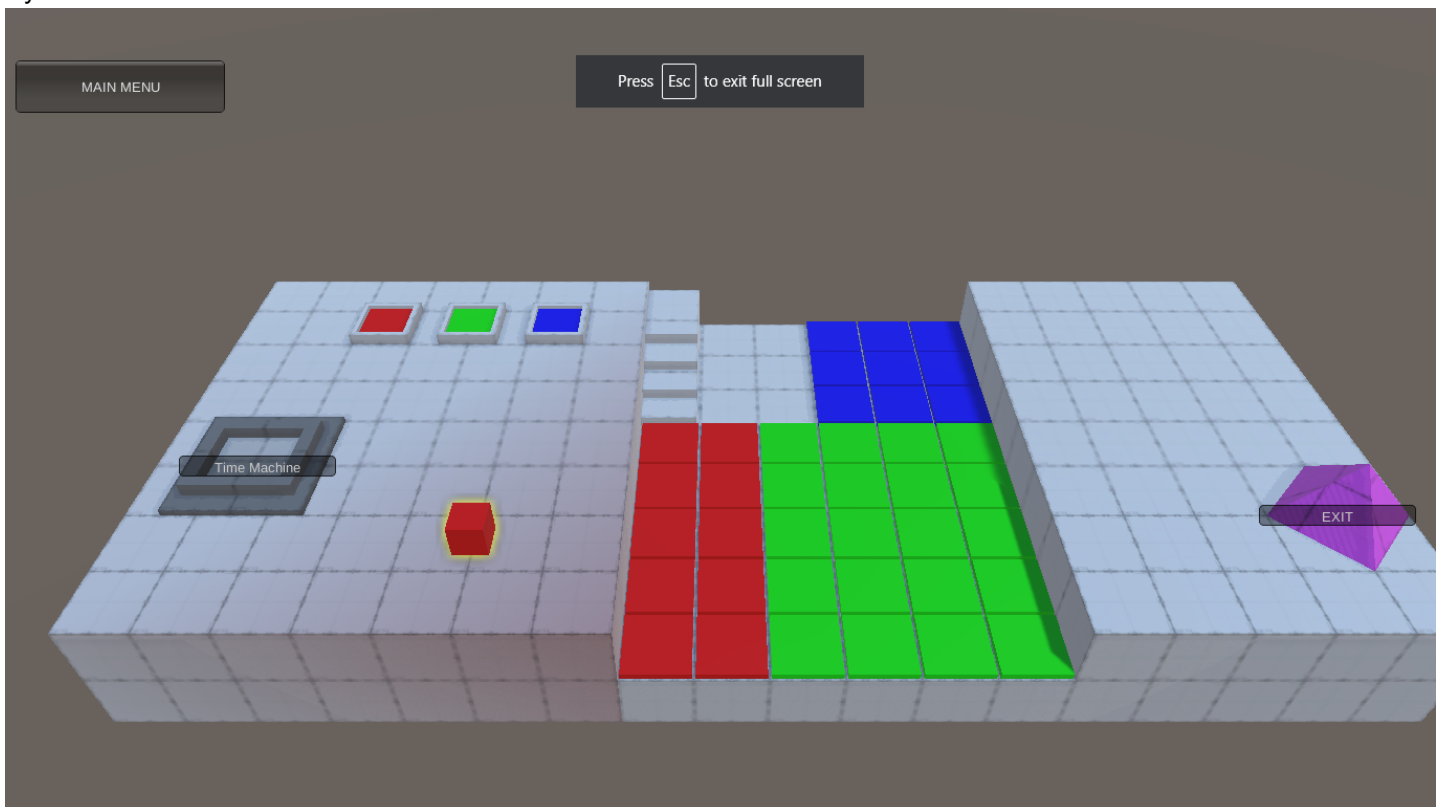
Technologies used:

- 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 Sairam Bandarupalli