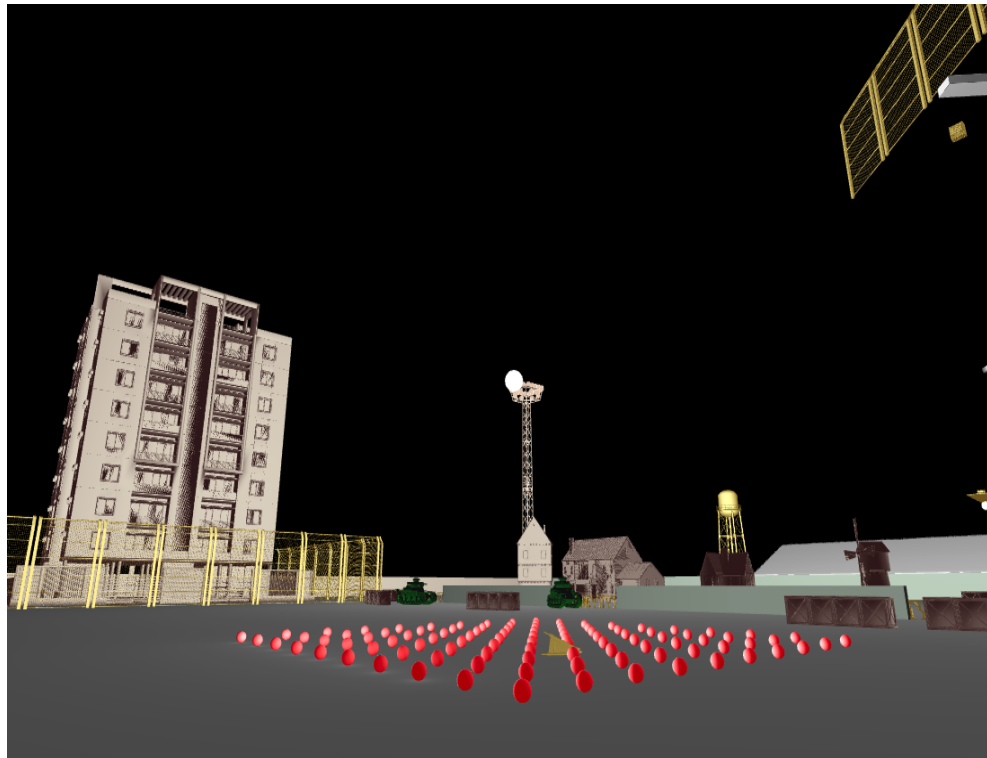# Box Mover 3D

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1   Introduction

This is the 3D game called Box Mover 3D. It consists of several parts with invisible or moving floors. A user is driving the tank to push wooden boxes to the end of the scene.

2   Controls

A user can move in 5 directions: toward(**W**), back(**S**), left(**A**), right(**d**), and up(**Shift**). However, a user also can change camera position with (*R*) key for global viewing.
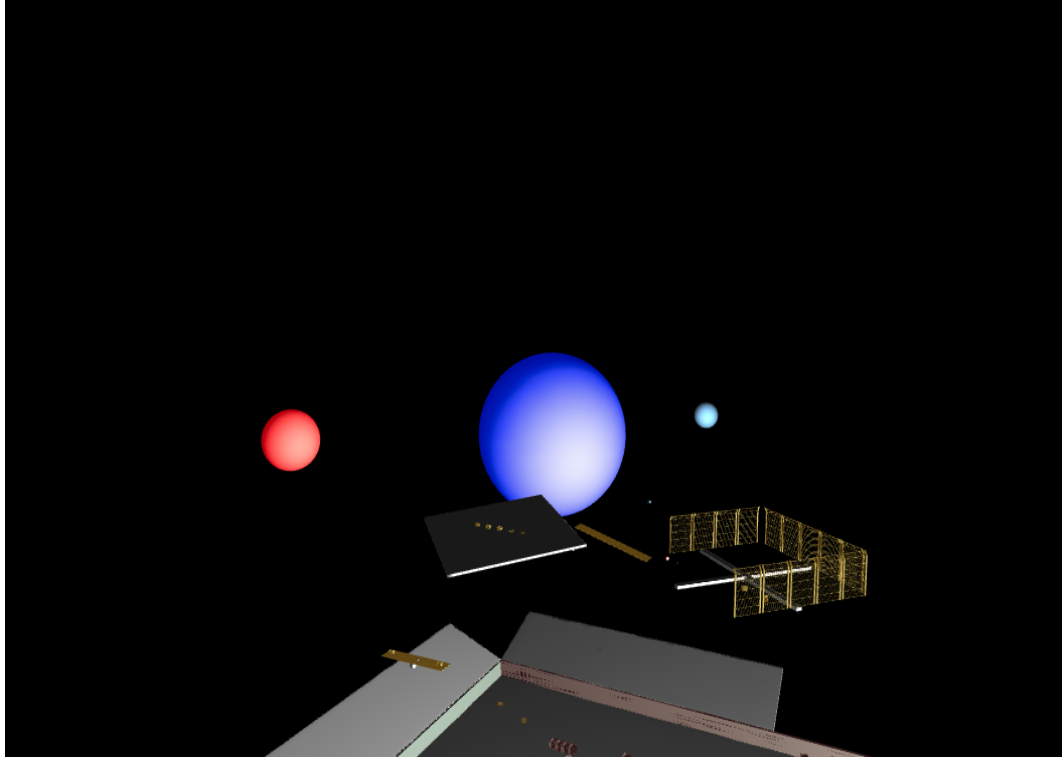

Global View

3   What to Do?

There are several part to complete. A user has to push all wooden boxes(not pallets) to the corner behind red balls. There are 9 wooden boxes to push. A user starts on one of the top scenes (there are two scenes on the top.) On the top scenes, it is necessary to push wooden boxes on the bottom scene. First scene on the top has invisible floor which makes it harder to push all boxes without falling down too. The next scene on the top connect with the bridge and swings on the top of spheres. Therefore, at any wrong move it can fall down.
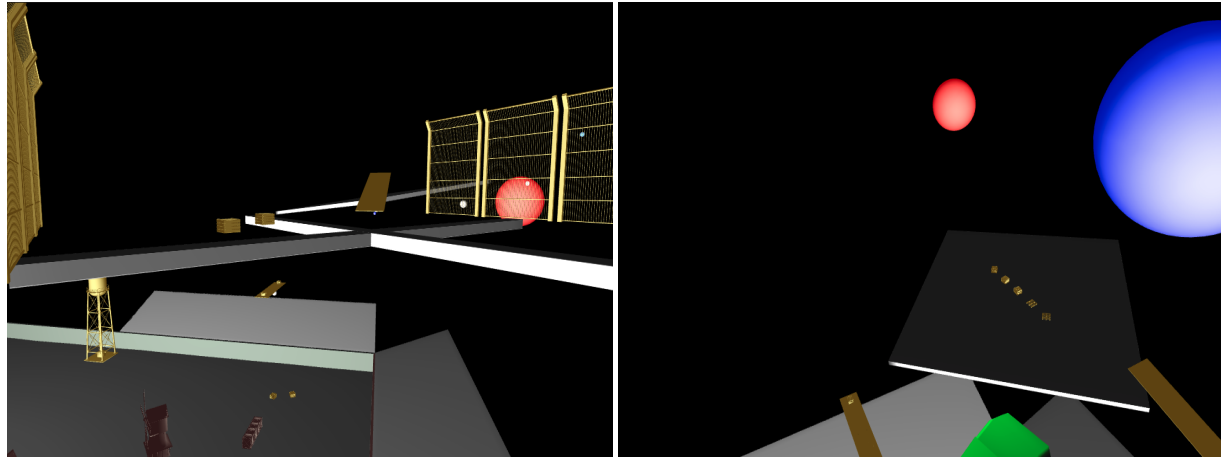
invisible/visible top scenes

Then, on its way of moving wooden boxes, there are more challenges to complete. One example is moving tanks which will slide a user of the road in a case of collision. The concrete wall is tall just enough to see heads of moving tanks.
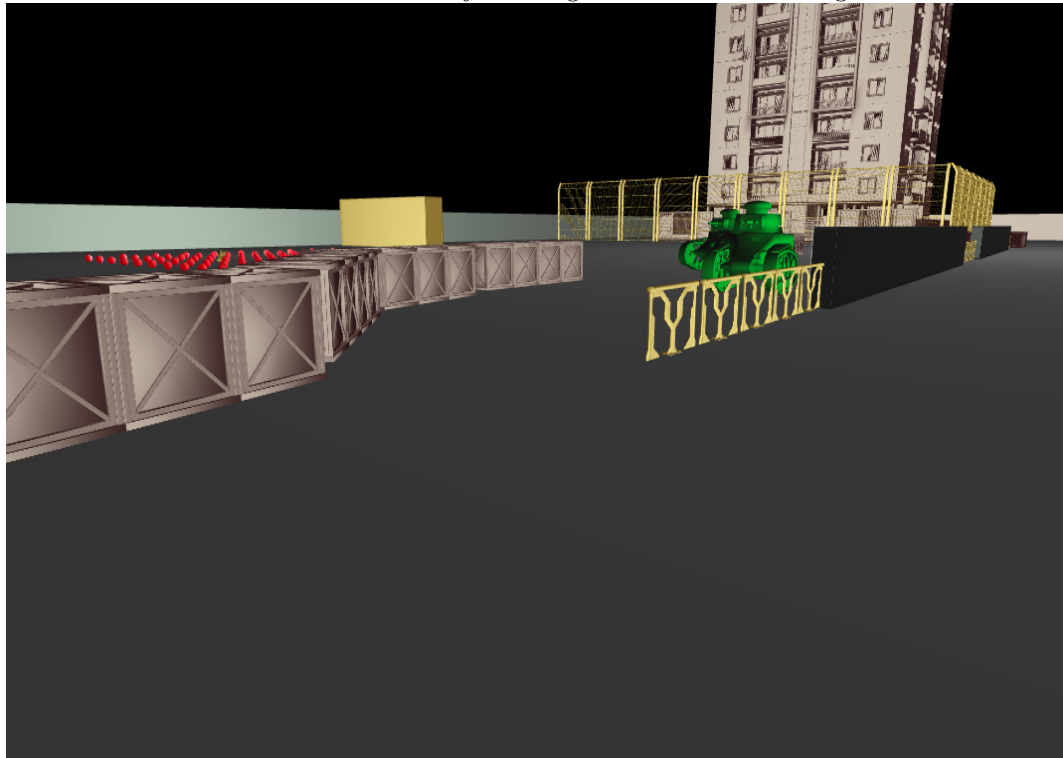
Tanks on the way

Finally, all boxes have to be stored behind the set of red ball. Those proving extra light balls are extremely heavy, but still movable. In addition, there is a sliding bar that may help to move wooden boxes faster to its destination.
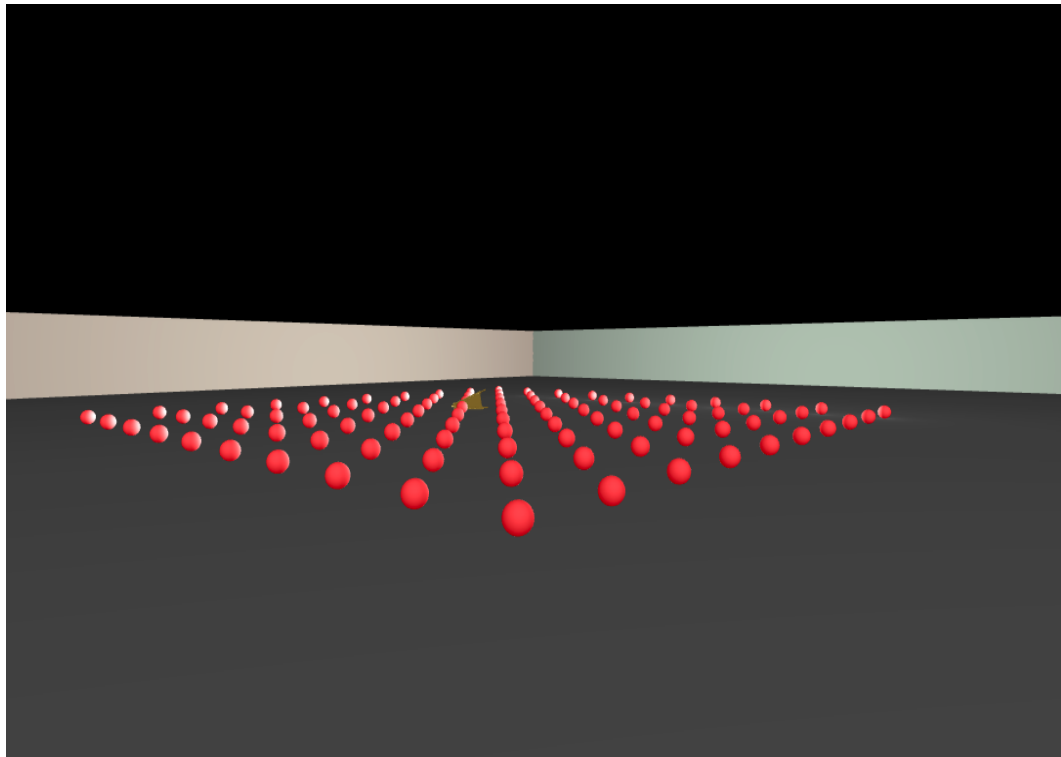

The destination is behind set of red balls

4   Code

In addition to the provided code, there is also was created a very basic .css file. In addition, there were designed several useful functions to reduce amount of code and simplify work. Thus, all logic functions including animation and controls are stored in **Particles3d.js**, while all initialization of objects with pure defining positions are stored in the script of **Particles3d.html** file.

5 History of Developing Pictured

There are several images on how the developing process went:
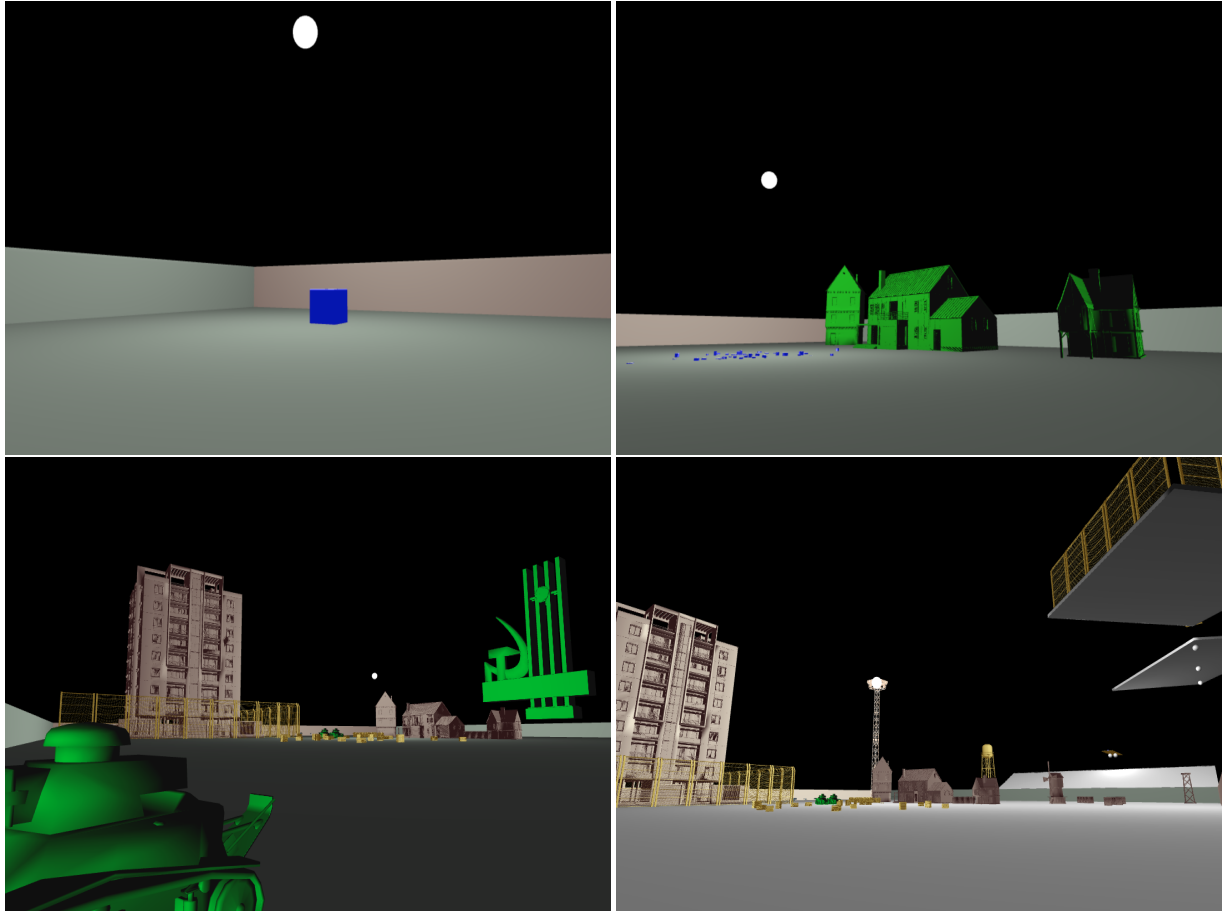
The process of developing

And of course, failing experiments: