

CS460 Fall 2021

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Due Date: 09/13/2021

Assignment 1: Intro

Part 1 (100 points): Describe your favorite WebGL demo.

My favorite demo using WebGL is gorescript classic: (<https://gorescript.github.io/classic/>). The creators show their capability to demonstrate how to recreate a doom-esque game using WebGL and JavaScript. While playing it for the sake of this assignment, I had immense fun running around the world shooting up the various monsters present in the three level demo. Personally, I enjoyed the company of the majestic shotgun as it gave me a great satisfaction while shooting up the monsters, but that's besides the point. What matters is that the creators made a fun-little game using the WebGL and JavaScript format while not sacrificing performance.



Fast-paced '90s-style first-person shooter with an abstract 2.5D-meets-voxels aesthetic,
made entirely in JavaScript / WebGL.

[Play](#)

Chrome, Firefox

[Add to Chrome](#)

Chrome App

Technologies used:

- JavaScript
- Three.js
- WebGL

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://ADDLINK>

Unfortunately, I am unable to host the project as my own to my Github repository as the page does not allow me to do so.