Lonely Cube

Computação Visual - WebGL

universidade de aveiro
departamento de eletrónica, telecomunicações e informática

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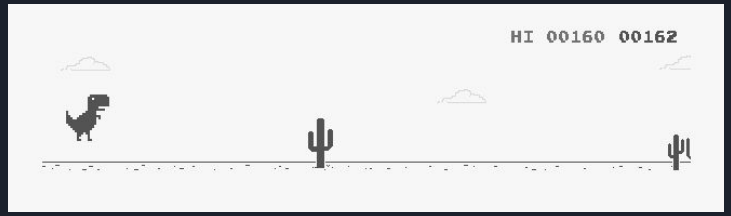
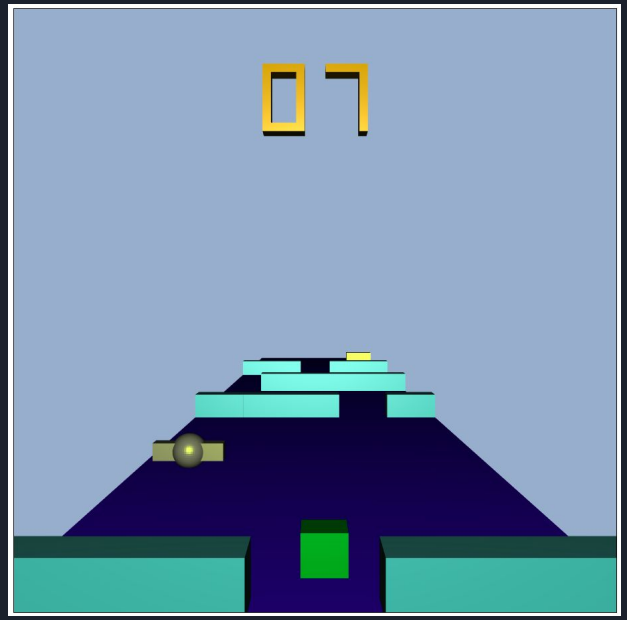
3D Application



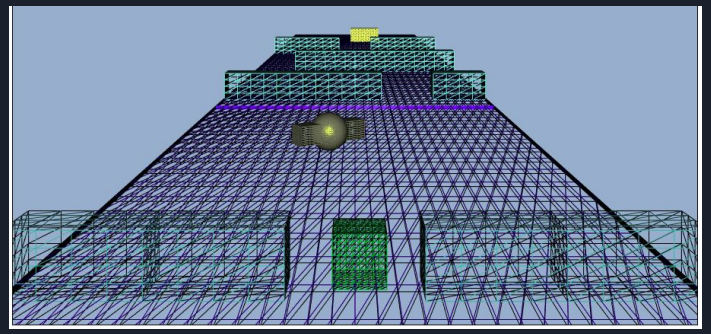
“Lonely T-Rex” game from Google Chrome, in which the player must dodge different kinds of obstacles in order to get as much points as possible.

“Lonely Cube”: 3D game developed in WebGL, inspired in Chrome’s game.



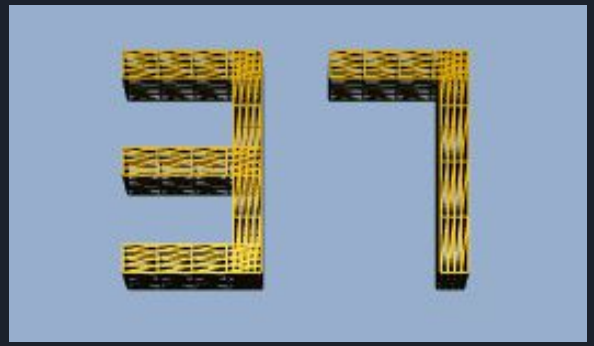
3D Models

Multiple 3D models based on simple shapes (cubes and spheres) in order to simplify the detection of collisions.



To make the game “infinite”, a set of obstacles is constantly repeated until the player hits one of them.

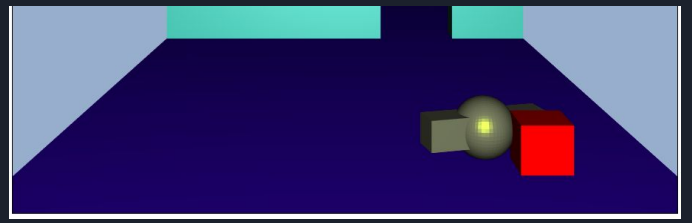
Besides the obstacles and player models, there is also a scoreboard in the scene.



Gameplay

- The player can only move itself in the XX direction
- Some obstacles are still, but others move around
- Throughout the game, these movements become faster and faster (including the forward speed of the player)
- With the mouse, the player can control the x position and restart the game, by pressing the “r” key

- The the cube turns red when the player hits an obstacle



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