**COMP 410 Project Proposal**

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**Project Definition:**

A Continuous WebGL Shooting VR Game that will continuously moved through a tuple. You will shoot some characters (which I am planning to use Maya for character support) with a gun in your hand. A simple object-tracker will track the gun and use the (x,y) coordinates to shoot target.

I will do the project by myself.

**Project Specifications:**

- Continuous game-play with a tuple with Three.js.

- Character creation with Maya

- Object Tracking with tracking.js

- Real-physics simulation with ammo.js

**The tools will be used in the project:**

WebGL: is a web-technology that brings hardware-accelerated 3D graphics to the browser without installing additional software.

Maya: a powerful toolset for animation, modeling and simulation.

Three.js : A javascript library which makes WebGL more powerful and simpler.

Ammo.js: Javascript capsulation for Bullet3 physics library.