Your Project Title

Project Team Member 1 and Project Team Member 2
{student1},{student2}@umb.edu
University of Massachusetts Boston

Figure 1: Add a nice wide figure here and replace this caption.

ABSTRACT

I am trying to create a plane game like we did in the assignment 4. Instead of using webgl, I am using three.js. There are few problems can I can solve which one is collision.

KEYWORDS

WebGL, Visualization

1 INTRODUCTION

TODO: Add your introduction: its a 3d game which mouse controls the plane and try to dodge the flying obstacle

2 RELATED WORK

Here you can cite existing related work like XTK [2] or Three.js [1].

3 METHOD

There is a init functions contains other few function.

3.1 Implementation

Please tell the reader how you implemented the project. You can include code snippets that you want to highlight. Don't include the whole text.

```
Init funciton{
createscene
createlight
createplane..
}
there is loop controls the planet airplane obstacle moves.
```

3.2 Milestones

How did you structure the development?

Firstly, setup the sence and lights. I create the function to create sky planet airplane and then create a loop to let the sky,planet,airplane to move around.

3.2.1 Milestone 1. An example could be: setup the scene,lights

3.2.2 Milestone 2. An example could be: create few functions to create sky, light, airplane

3.2.3 Milestone 3.

3.3 Challenges

Describe the challenges you faced.

Table 1: Some example table

Device	Performance
iPhone	60 FPS
Android	60 FPS
Old Macbook	10 FPS

- Challenge 1: I can't find a way to solve the collision.
- Challenge 2: Some other obstacle..

4 RESULTS

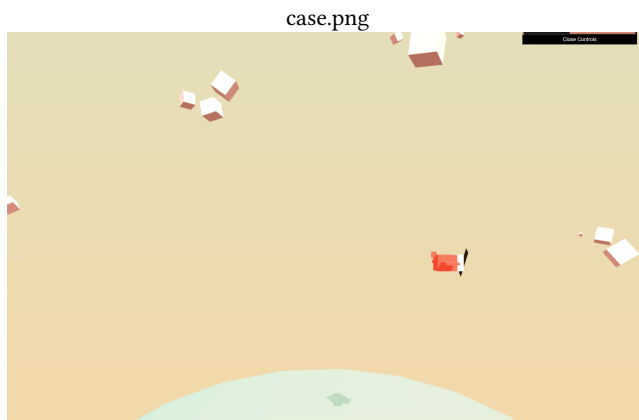I still couldn't find a way to solve the collision problem and didn't complete the design I want to.

case.png

Figure 2: An example image.

Or you could add tables (see Table 1 - maybe with some timings?).

5 CONCLUSIONS

I try to gltf loader to load a existing gltf file but i failed to do so. To slove a collision problem, I try to find existing library and look at the assignment4(the collision part). To make a game There are lots of problems we need to cover.(create the 3d model, how to make things move)

Your references are loaded in BibTex from references.bib!

REFERENCES

[1] Ricardo Cabello et al. 2010. Three.js. *URL: https://github. com/mrdoob/three.js* (2010).
[2] Daniel Haehn, Nicolas Rannou, Banu Ahtam, P. Ellen Grant, and Rudolph Pienaar. 2012. Neuroimaging in the Browser using the X Toolkit. *Frontiers in Neuroinformatics* (2012).

assignment 4.