

CS460 Fall 2019**Name:** Kshitij Ozarkar**Student ID:** 01798743**Due Date:** 09/09/2019

Assignment 1: Intro

Describe your favorite WebGL demo.

My favorite demo is **Catch It!** (<https://experiments.withgoogle.com/catch-it>). It is a little game created by Robert Eisele. The goal of the game is to catch a rectangle while avoiding circles that act as obstacles. The obstacle difficulty increases after every catch.

I like this demo because it is simple yet a lot of fun to play. It uses HTML and Javascript. While the game itself is very easy to understand and play, it does have challenging difficulty that only increases over time. And lastly, it shows a few stats such as the current score, max score and the number of tries.



Technologies used:

- HTML/Javascript