

CS460 Fall 2021

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Assignment 1: Intro

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

My favorite demo is Heraclos created by a team of students at Gobelins school of Image (<https://dino-collective.itch.io/heraclos>). (<https://heraclosgame.com/>). First off, before learning about the possibility of WebGL, I believed that to create an extraordinary game you will need to use either Unity, Unreal Engine, or any other game engines. I had created a game before in Unity and the process was not simple, you have to create an interesting story, addictive mechanic to keep the player coming back, on top of that dealing with animations to create a fluid realistic experience and Heraclos successfully nailed all of those aspects and the fact that they were able to deliver such a high-quality product in 3 months using WebGL is simply unbelievable.



- Sequences of animations and smooth transition are used as a way to tell the audience about the story of the game.



- The instruction are also clear and straight forward



- Interesting enemy and mechanic.



Technologies used:

- HTML/CSS/JavaScript
- WebGL
- Blender

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>