

CS460 Fall 2021

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Assignment 1: Intro

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

My favorite demo is Teach me to fly created by Xavier Bourry. (<http://www.spacegoo.com/wingsuit/#>). The author made a flying simulation game where you control a penguin on a glider and guide it to avoid the buildings. This WebGL project was interesting to me because it reminds of the viral mobile game Flappy Birds as the concepts were the same. Actually this game was made before Flappy Birds was released. Nevertheless, this game is quite challenging and I was quickly was hooked on trying to beat the game.



Technologies used:

- HTML/CSS/JavaScript
- Three.js

Bonus (33 points): I was able to host the project on my own Github Repo. This was possible with the help of a Youtube video, (<https://www.youtube.com/watch?v=JeUMb00gUGg>).

The link to the repo: <https://danielgoncalves25.github.io/Teach-me-to-fly-cs460-hw1>