

CS460 Fall 2022

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Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite demo is Trigger rally. (<https://codeartemis.github.io/TriggerRally/server/public/>). The authors shows the use of graphics and design to construct the user friendly game which can engage the users. Here the game is very user friendly where we are allowed to use the car and given chance to drive it around. As a beginner to graphics and design the content here seemed so nice and easy to see how things. The track he has created looks fun to drive however i couldnot see much more onto there for addition. I like this project as this one has lot of things that could be added and made better. I also liked how the arrows key could make the movement of the car also we can clear the hurdle to pass the level and go onto the another one. Also here the sound used has made the demo more fun, the speed meter , also when we lost the track and go onto different track it shows up that we have been onto the different track which looks so fine.



Technologies used:

- CSS and JavaScript has been used here.
- Three.js has been used as a framework in the given demo.

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://pral10.github.io/>

`pral10.github.io-TriggerRallydemo/server/public/` The project was initially hosted by CodeArtemis in the github which was later cloned and hosted on my repository.