

CS460 Fall 2022**Name:** Manasa Kone**Student ID:** 02010014**Due Date:** 09/12/2022

Assignment 1: Intro

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

My favorite demo is (<https://cs16.herokuapp.com/>). My favourite demo is the game which is called Counter Strike by Abdullah Khawatrah. Basically, it has different levels with crazy titles. Before beginning the game, we need to select the level and mouse sensitivity as per our comfort. Click on play, then the game starts. The main aim of the game is to kill the opponents. The number of kills is the result of the game. In order to Play there are some keys to use for move, shoot, jump etc. W - moves forward, S - moves Backward, A - turns left side, D - turns Right side, R - Used to reload the gun if we run out of the bullets while killing, Shift - used to jump. After the game begins, we will get the view all around 360 degrees if we move the figures accordingly on the mouse pad. By using the above keys We can also aim the opponents and kill them with a mouse click. This is how the game is designed.



Technologies used:

- HTML, CSS, JavaScript
- Babylon.js engine (v3.3.0)

Bonus (33 points): link the repository here: <https://manasa-01.github.io/cs460student/>