

CS460 Fall 2022

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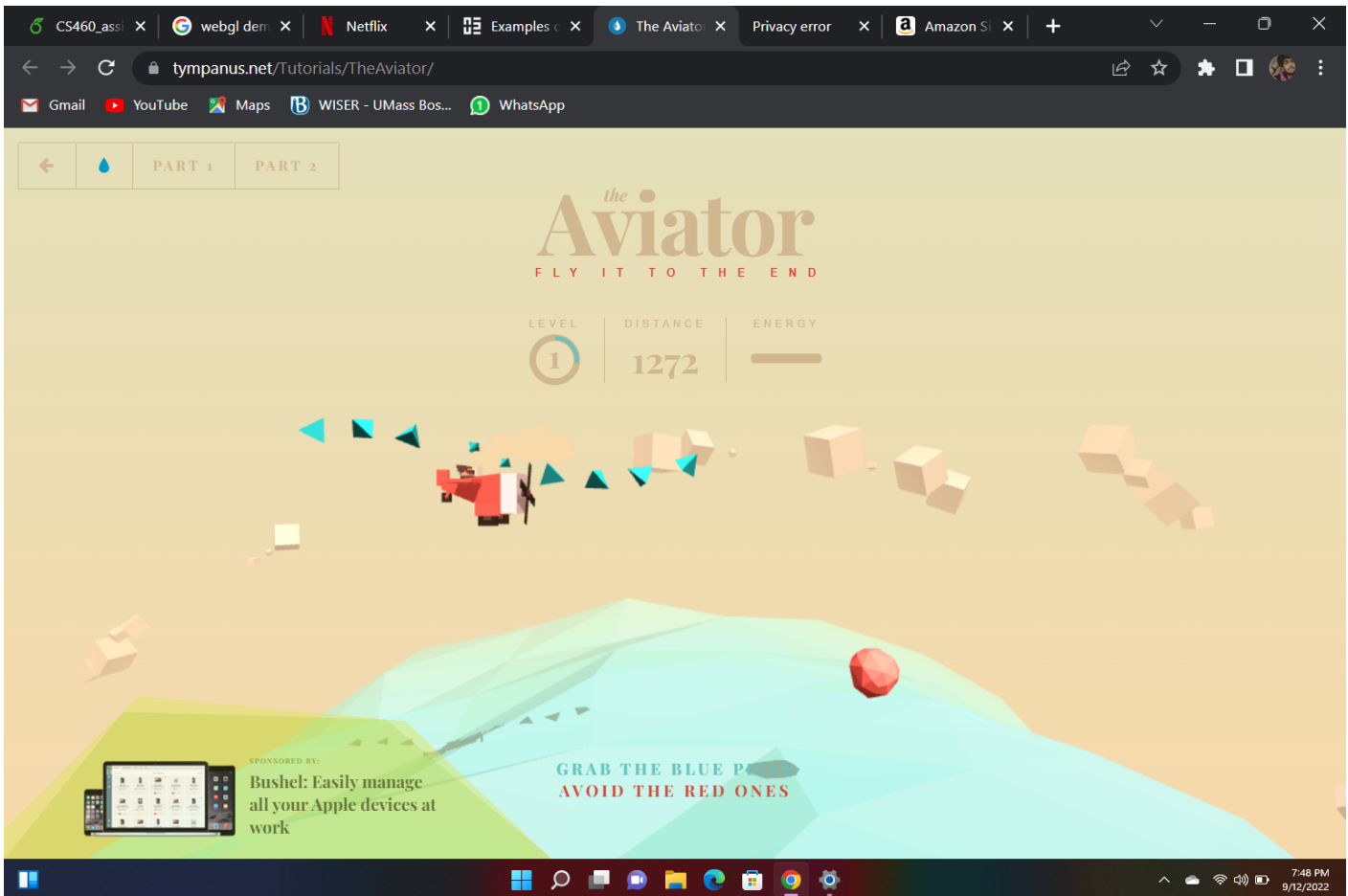
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Due Date: 09/12/2022

Assignment 1: Intro

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

My favorite demo is the given ones (<https://tympanus.net/Tutorials/TheAviator/>). The authors show You place all the bets at the start of the game before takeoff. However, here's the twist. You'll need to 'tap out' or stop the bet before you think the plane will fly away off the screen. If that happens, you lose your bet – and any chances of multiplying it towards anything more significant.



Technologies used:

- HTML/CSS/JavaScript
- Three.js or which framework?
- creating an object with three.js

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>