Fox Tale

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Fox Tale

Figure 1: Fox Tale.

ABSTRACT

In the Final Project of CS460, I created the 3D game using WebGL, initially designing a creature that traverses through various barriers while collecting rewards.

KEYWORDS

WebGL, unity 3D

1 INTRODUCTION

This is a simpler version of the well-known Super Mario video game. We first design a creature that resembles a fox, and then we navigate it so that it successfully overcomes a variety of barriers and gains rewards along the route. In our project, the creature has three lives, and each time it fails to effectively cross a barrier, one of its lives is lost. The game is over when the creature uses up its three lives. On the upper right, we also keep track of the total amount of rewards earned. On the left top, it displays how many lives are left.

2 RELATED WORK

Background: wallpaper [1] Framework: Unity 3D [2] Reference: Previous Fox tale [3]

3 METHOD

The creature has three lives, and each time it fails to effectively cross a barrier, one of its lives is lost. The game is over when the creature uses up its three lives. On the upper right, we also keep track of the total amount of rewards earned. On the left top, it displays how many lives are left. People of any age may play this game very easily because it only requires three keys: the space bar, the left arrow key, and the right arrow key. The space bar is used to hop over various barriers and to obtain rewards that aren't on the ground level. The creature can be moved to either the left or right side by using the left and right arrow keys simultaneously.

3.1 Implementation

```
 background :
e.style.background=o.backgroundUrl?"center/cover
url('"+o.resolveBuildUrl(o.backgroundUrl)+"')"
:o.backgroundColor?" "+o.backgroundColor:""
```

```
Tree code :
 {this. alphabet_size=e,this.num_htrees=t,
 this.codes=new Array(t+t*G[e+31>>>5]),
 this.htrees=new Uint32Array(t)}function
 m(e,t){var r,n,i,a={num_htrees:null,
 context_map:null},d=0;
 t.readMoreInput();
 var u=a.num_htrees=o(t)+1
```

```
Fox code:
(t=i.indexOf("Firefox"))!=-1?(a="Firefox",
s=i.substring(t+8)):i.indexOf("Trident/")!=
-1?(a="Microsoft Internet Explorer",
s=I. Substring(i.indexOf("rv:")+3)):
(e=i.lastIndexOf(" ")+1)<(t=i.
lastIndexOf("/"))&&(a=i.substring(e,t),
s=i.substring(t+1),
a.toLowerCase()==a.toUpperCase()
&&(a=navigator.appName)),
(r=s.indexOf(";"))!=-1&&(s=s.substring(0,r)),
(r=s.indexOf(" "))!=-1&&
(s=s.substring(0,r)),(r=s.indexOf(")"))!=-
```

3.2 Milestones

The basic Milestones to implement our final project are shown as follows:

3.2.1 Milestone 1. Build up the team.

3.2.2 Milestone 2. The team brainstormed different designs through zoom meeting and finally determined to choose the project "Fox Tale" as our final project.

3.2.3 Milestone 3. The team went through some details of the project.

3.2.4 Milestone 4. Presented Fast forward presentation in the class.

3.2.5 Milestone 5. Build the creatures and background using YouTube and websites.

3.2.6 Milestone 6. Choose the background music and keys to move the creature

3.2.7 Milestone 7. Finish debugging and Presentation

3.2.8 Milestone 8. Finish optimization and Report

3.3 Challenges

Describe the challenges you faced.

- Challenge 1: Despite being able to complete all of our assignments for the whole semester, we had trouble applying our knowledge to a brand-new project. We have issues to resolve.
  several errors were found while coding.
- Challenge 2: We discovered that every time we had a fresh idea and wanted to add something fun to our project, we still had to spend some time learning additional materials from YouTube videos or other tutorials in order to do it.
- Challenge 3: Working together allows us to break the project up into smaller pieces, which makes it simpler to finish. We might also collect more ideas that would be useful for our endeavor.
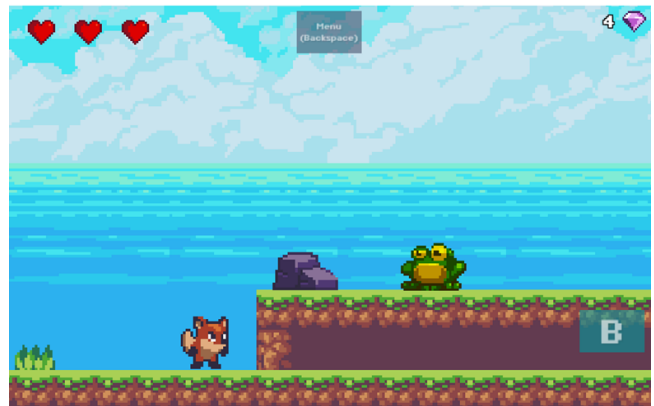
4 RESULTS

Figure 2: Fig 2. Fox Tale Scene

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GitHub Pages:
https://saiakshitha01.github.io/cs460student/finalproject/
https://vishwajithp2308.github.io/cs460student/FInal_Project/

5 CONCLUSIONS

This thing has three lives. A monster losing all three of its lives marks the end of the game.The game is over when the creature uses up its three lives. On the upper right, we also keep track of the total amount of rewards earned. On the left top, it displays how many lives are left. People of any age may play this game very easily
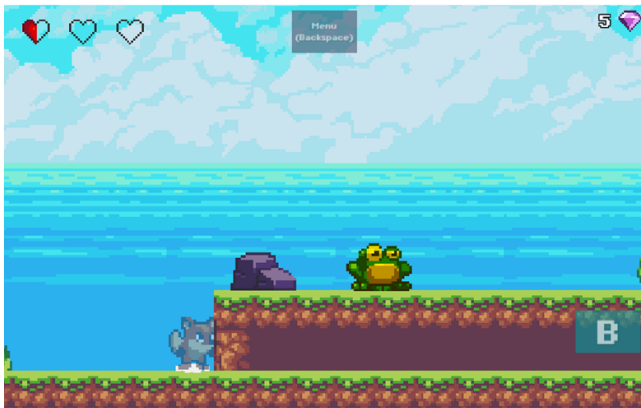
Figure 3: Fig 3. When a creature is attacked by obstacles, its life are reduced.
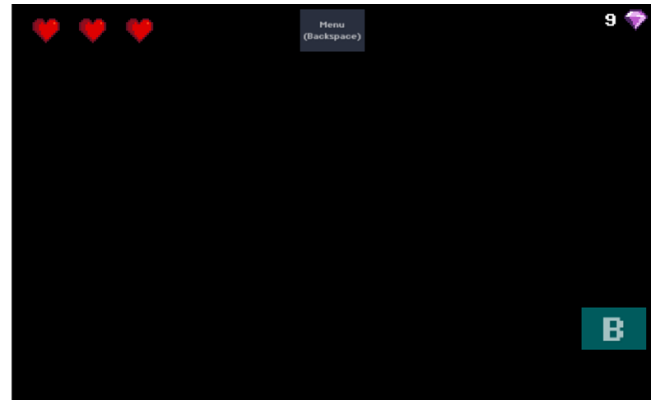

Figure 4: Fig 4. It has three life in all. The game ends when a monster loses all three of its life.

because it only requires three keys: the space bar, the left arrow key, and the right arrow key. The space bar is used to hop over various barriers and to obtain rewards that aren't on the ground level. The creature can be moved to either the left or right side by using the left and right arrow keys simultaneously.

REFERENCES

https://github.com/KutieKat/FoxTale
https://github.com/maiksonstrife/FoxTale
https://github.com/foxtale-game/foxtale-game1.github.io