# 2D/3D Animation Art

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**Figure 1**

## ABSTRACT

My project is similar to the dinosaur game we play on the internet when the server is down. The aim is to make the dinosaur jump to avoid touching the cactus and get high scores.

## KEYWORDS

WebGL, Visualization, Dino Game

## 1 INTRODUCTION

TODO: On running the project you will see the no internet page once you click the screen the game will start. The game is to make the dinosaur jump to avoid the cactus and get scores. You can use the space bar to jump and avoid touching the cactus. If you touch a cactus the game is over.

## 2 RELATED WORK

Here you can cite existing related work like XTK [2] or Three.js [1].

## 3 METHOD

On running the project you will see the no internet page once you click the screen the game will start. The game is to make the dinosaur jump to avoid the cactus and get scores. You can use the space bar to jump and avoid touching the cactus. If you touch a cactus the game is over.

### 3.1 Implementation

```
To make the dinosaur jump.
   OnKeyDown_(event) {
      switch(event.keyCode) {
        case 32:
          this.keys_.space = true;
          break;
```

### 3.2 Milestones

How did you structure the development?

*3.2.1 Milestone 1.* I choose the game because it reminds me of the old times when we were used to 2g internet and my friends and I used to play this game to see who get the highest scores.

*3.2.2 Milestone 2.* I tried to add as many things in the background like trees, clouds to make it more real.
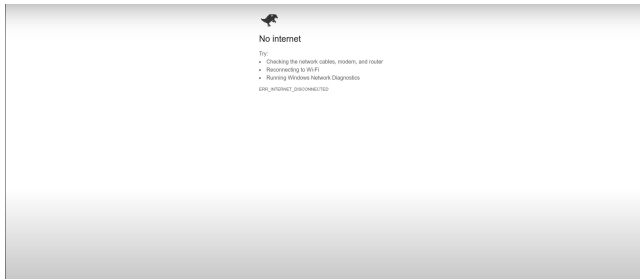
**Figure 2: First page.**



**Figure 3: Dinosaur running.**



**Figure 4: Dinosaur jumping.**



**Figure 5: Game Over.**

**Table 1: Some example table**

| Device | Performance |
| --- | --- |
| iPhone | 60 FPS |
| Android | 60 FPS |
| Old Macbook | 10 FPS |

### 3.3 Challenges

Describe the challenges you faced.

- Challenge 1: I faced some problems with the part where the cactus touched the dinosaur and to end the game.
- Challenge 2: I was not able to display scores over the screen when the dinosaur was jumping the cactus.

## 4 RESULTS

The game is to make the dinosaur jump using the space bar to avoid the cactus and achieve high scores. When the dinosaur touch the cactus the game is over as it can seen in figure 5.

## 5 CONCLUSIONS

The project is similar to the game on internet where the dinosaur jumps to avoid the cactus and collect points to get high scores. I hope you have fun playing it.

### REFERENCES
[1] Ricardo Cabello et al. 2010. Three.js. *URL: https://github. com/mrdoob/three.js* (2010).
[2] Daniel Haehn, Nicolas Rannou, Banu Ahtam, P. Ellen Grant, and Rudolph Pienaar. 2012. Neuroimaging in the Browser using the X Toolkit. *Frontiers in Neuroinformatics* (2012).