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Final Project Report

For my final project I decided to use **a-frame**.

A-Frame is a JavaScript/HTML web framework that allows to code websites with VR capabilities. It both allows to programmer to handle 360° pictures, in fact I used one as a “Galaxy background” for my game, and it also allows to have multiple primitive shapes, exactly like blender. Since it is highly customizable through Javascript, it is possible to handle collision management and handle/personalize any element in the code (in theory, because I did find several issues while doing it).

**Type of game:** Endless

**Controls:** Movement of the goggle if using a headset, or arrow keys if used with keyboard. It’s all handled in JS code in gameEngine.js

**Object of the game**: dodging as many meteorites as possible by moving the cursor