

# OBSIDIA GAME

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**Interactive Graphics Project**



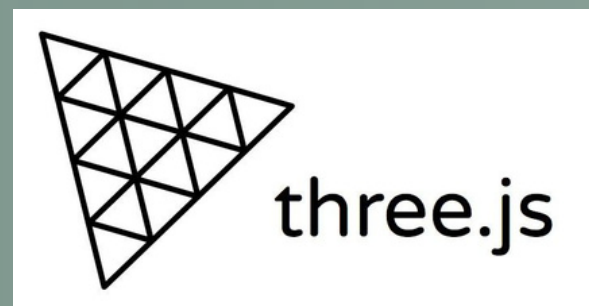
# Overview

The project is a **3D action-based arcade survival game** where the player controls a **robot** on a platform in space, avoiding dangerous balls thrown by a giant **tentacled monster**.

The **goal** is to **survive** as long as possible while **avoiding** the deadly **projectiles**, otherwise the robot will lose a life until it reaches zero.



# Tecnology



It is a JavaScript library for creating 3D graphics and animations in the browser using WebGL. It simplifies complex tasks and supports lighting, shadows, textures, and physics, making it ideal for games and simulations.

# Project structure

**/fonts**

Contains font files

**/models**

Stores 3D model

**/music**

Contains background music and sound effects

**/style**

Holds CSS files

**/textures**

Stores image textures used for the elements

**game\_over.html**

HTML file for the "Game Over" screen

**game.js**

Main JavaScript file that implements the game logic

**index.html**

HTML file that loads the game

# Character & Monster Design: 3D Model by Sketchfab



Robot defined as “**Character**”



Monster with tentacles defined as “**Monster**”

# Character & Monster Design: Animations

## Character

manually moved by the player

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- Jump
- Walking to the right or left

Bones used:

- leftLeg
- rightLeg
- leftArm
- rightArm
- rootBone

## Monster

automatically moved

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- Moving tentacles
- Throw the balls

Bones used:

- every stalk

# Let's play!

