



Geometry Dash 3D!

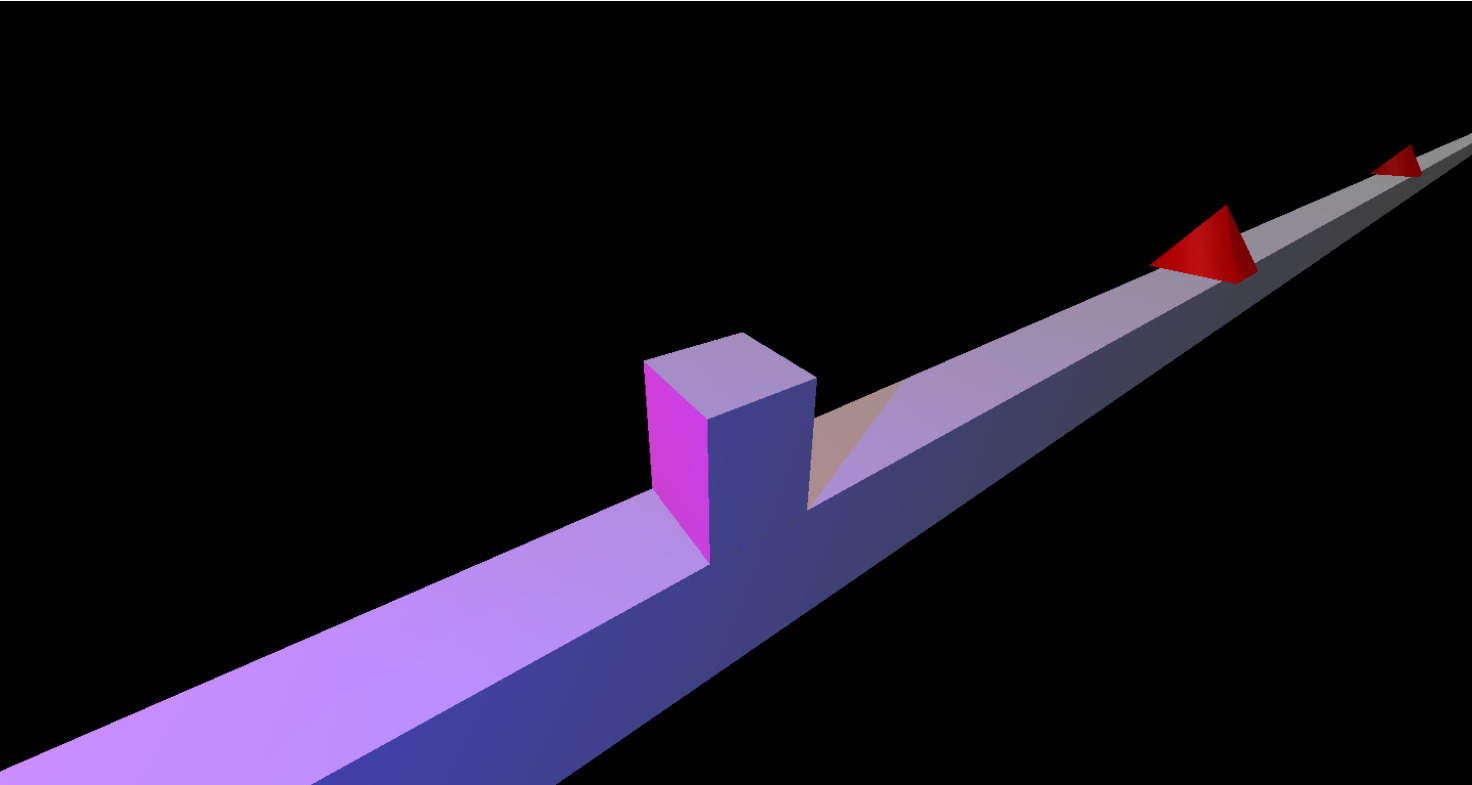
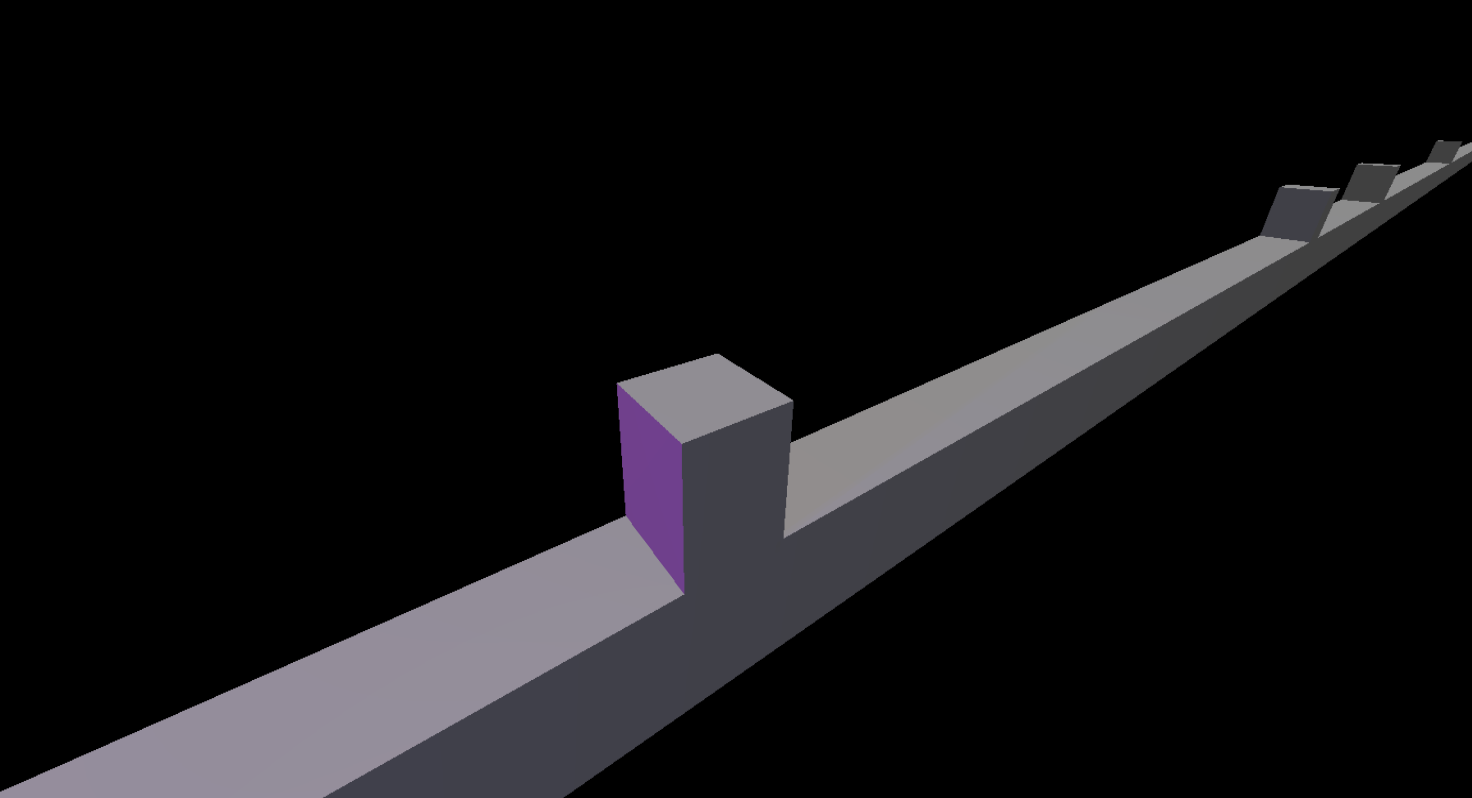
First report for the final project

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URL/Github:	URL: https://guilhermedu.github.io/ICG/ Github Repo: https://github.com/guilhermedu/ICG
Idea:	<p>The idea was to create a game similar to the geometry dash game that already exists in 2D on the play store and I will try to recreate it in 3D using three js.</p>
Objectives:	<p>My initial idea is to create 2 levels, the first would be a simpler level in which the blocks would be static and there would only be pyramids to jump. In the second level the blocks will move against our main character the cube and they can be cubes and pyramids, I also thought about placing cubes on top of each other.</p>
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Illustrative picture



What is done and How i did it

So far what has been done is: the main character, enemies, shadow for the main character, the plane where the main character is moving and intense music to give motivation for the game, space jumping logic and I've been trying to put the mouse movement around the main character.

What is left to be done?

- More Shadows
 - collision logic
 - Scoreboard
 - Camera Locked
 - Mouse Movement
 - Add difficulty to the game
 - Improve lighting planning
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