Using the A-Frame primitive commands we have studied, as well as the asset manager and textures, create a scene of three houses from the fairy tale “Three Little Pigs”. At a minimum, your scene should have the following:

* One house made out of straw
* One house made out of sticks
* One house made out of bricks
* The brick house must have a chimney
* A ground
* A sky
* Your houses should be arranged in a semicircle.

**Extra credit ideas**

* Put a fire in the fireplace
* Put a mirror on the walls
* Put a picture on the walls
* Put a wolf and three pigs in the scene

![A picture containing cake, indoor, piece, decorated

Description automatically generated]()

As always, you should construct your scene in such a way that if we change the position of one component, the entire house (not the floor) will move along with it. Use the parent-child entity concept to achieve this.

Pay careful attention to where your houses are relative to the camera. We want to be able to get a good look at your scene when we first load it. We should not have to move using the A,W,S,D keys in order to see the majority of your scene.

Pay careful attention to the scale of your house. When we put on a VR headset, it should look immersive, not too big, not too small.

Upload your completed house to github into a repository called A-Frame-Three-Pigs.