**CS435 Computer Graphics  
Spring 2017**Project #2

Interaction

**Due: Feb. 13 by 11:59 pm**

**Problem**: Use WebGL to implement a simple game called Dot Game that allows a user to build something meaningful using dots of six different colors, red, green, blue, yellow, magenta, and cyan.

 A user can perform the *add*, *move* and *delete* operations.

* To add a colored dot, a user needs to press the first letter of the color name. While the key is pressed, click the left mouse button to add the colored dot. For example, to add a red dot, click the left mouse button while the 'R' key is pressed. The added dot will be centered at the cursor position at the time of clicking.
* To move a dot, use the left mouse button to drag the dot.
* To delete a dot, click the right mouse button at the dot.

Create a directory called *project2* under your cs435 home directory. Move into that directory, and create two files: *dots.html* and *dots.js* to complete this project.

Please go to <http://cs435.cs.ua.edu/2017spring/dots.htm> for a Java applet that can be used to show how a dot can be added, moved and deleted.

Please define the radius of the dots as a global variable in dots.js.

**Submission Requirements:**

* Make sure the *project2* directory contain the two files: *dots.html* and *dots.js*.(Here we assume the *Common* directory is located in the same directory as the *project2* directory, and you do not need to submit the *Common* directory.)
* The title of *dots.html* should contain CS435, Project #2, your name
* The *dots.js* file should contain the following information at the beginning: CS435, Project #2, your name, a description of the program. Add other necessary comments whenever a part of the code is not obvious.
* Compress the *project2* directory into *project2.zip* and submit the compressed file as an attachment on Blackboard.