Tova App Summary

What it is

A browser-based, Three.js-driven first-person exploration scene featuring a stylized medieval landscape with terrain, structures, and atmospheric lighting. It includes ambient audio and visual post-processing effects tuned for performance.

Who it's for

Not found in repo (no explicit primary user/persona statement).

What it does

- First-person pointer-lock controls with WASD + mouse look.
- Chat commands for fly/walk and day/night overrides.
- Procedural terrain with a central hill, valley carving, and ocean drop-off.
- Instanced forest of spruce and birch trees for dense foliage.
- Layered mountain ring with snowline and haze for depth.
- Low-poly castle and town with roads, plaza, well, stalls, and tavern.
- Ambient music toggle, HUD (FPS/coords/time bar), and optional bloom/grain/vignette.

How it works

Vite + Three.js app. 'src/main.js' builds the scene, camera, renderer, UI, and animation loop. World components: 'Environment' (lighting, fog, day/night), 'Terrain' (procedural heightmap), 'Ocean', 'Mountains', 'Forest', and structures ('Castle', 'Town'). 'Player' wraps PointerLockControls and movement/chat input. Each frame: input -> Player movement; Environment updates sky/light; Ocean and Mountains animate; UI reads player position and cycle state. Post-processing uses EffectComposer with optional bloom and color grading. Ambient audio uses Web Audio API with an mp3 asset.

How to run

- npm install
- npm run dev
- Open the local Vite URL printed in the terminal.