



Computer Graphics Term Project

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01 || Subject

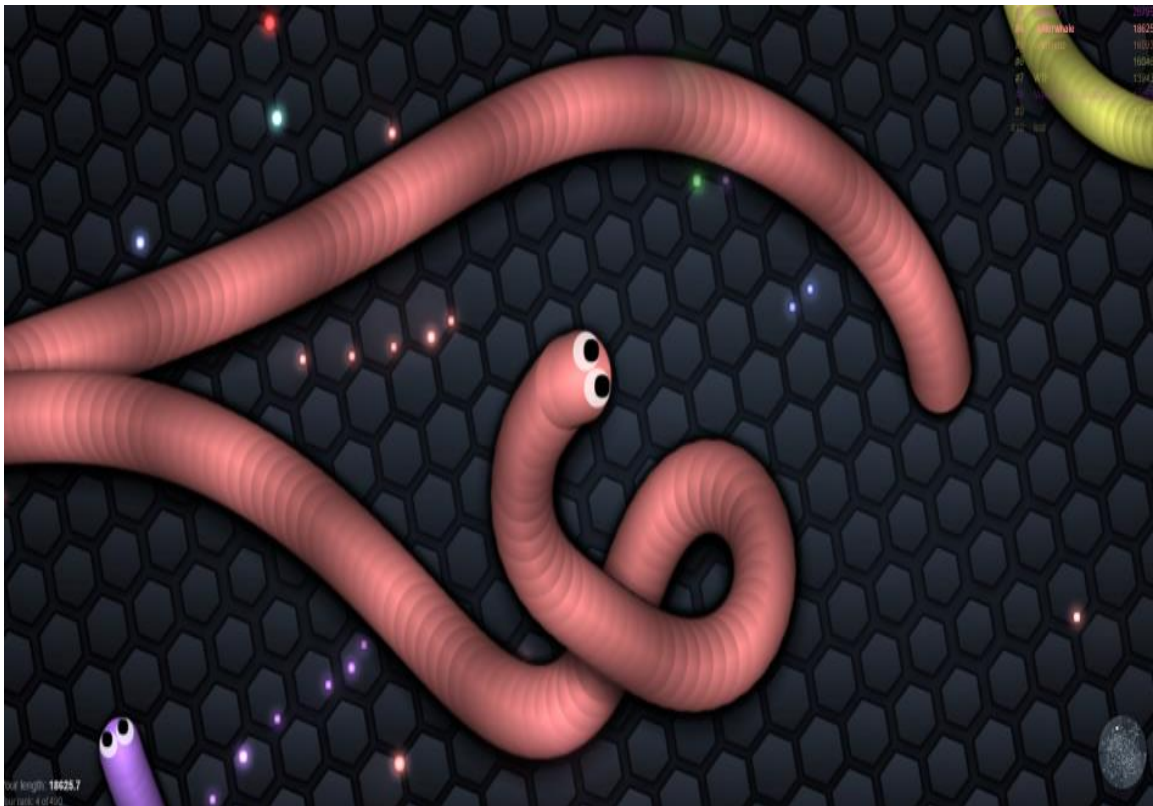
02 || Key feature

03 || Tasks scheduling



Subject

Earthworm Game



Rule

A simple game in which the earthworm grows bigger as you eat other worms, and the game over when you hit another earthworm



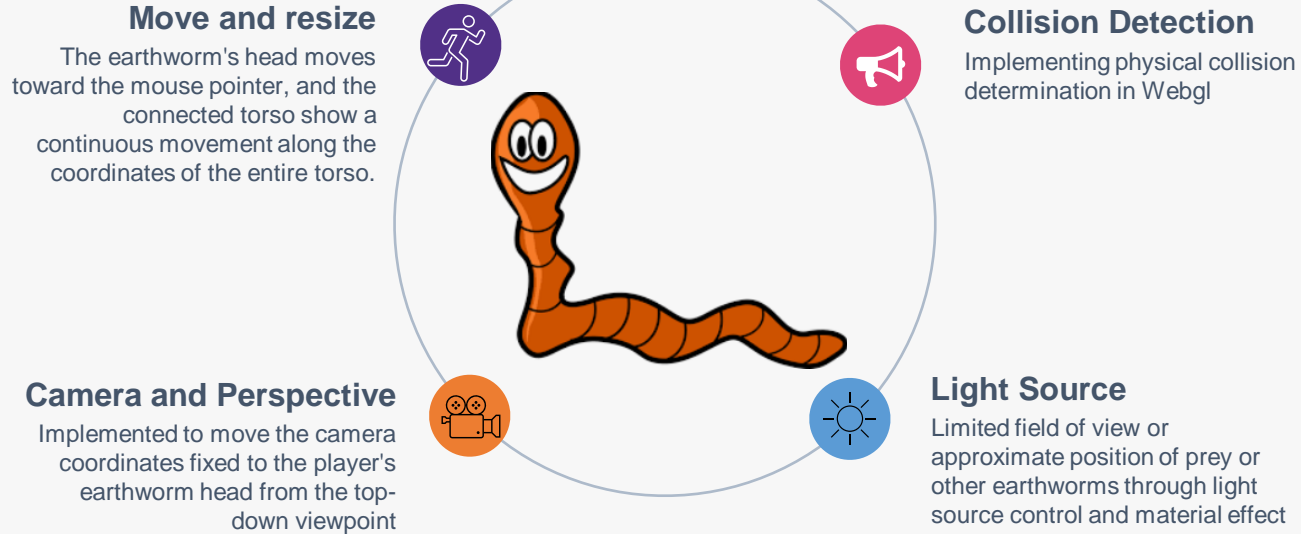
Motivation

It's a simple game, but we thought it was a game that could make good use of what we learned and Computer Graphics learned through WebGL.



Key Feature

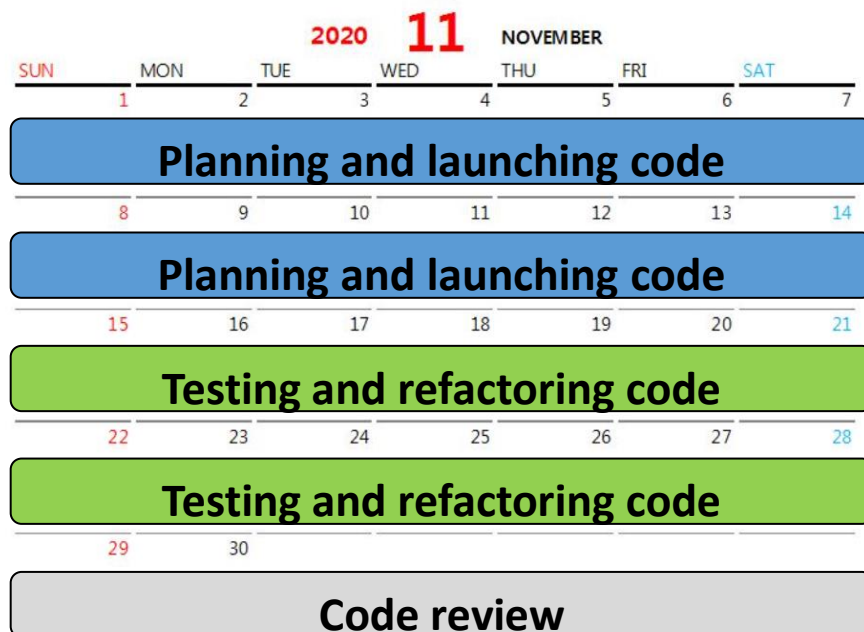
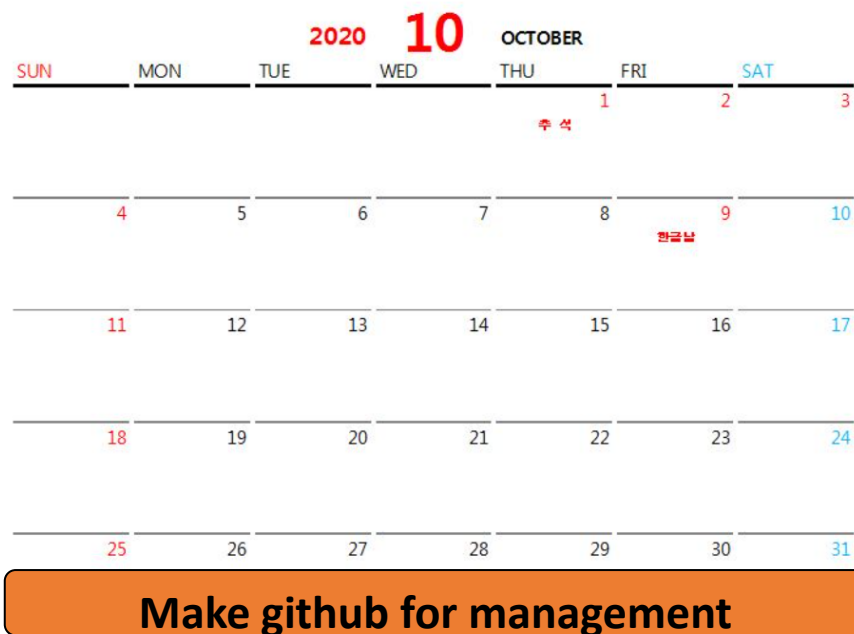
Key Feature





Task Scheduling

TASK SCHEDULING



TASK SCHEDULING



박정훈

Make a midterm presentation

Move and resize canvas

Camera and perspective



이정명

Make PPT

Collision detection

Camera and perspective



장휘준

Make a final presentation

Light source

Camera and perspective



T h a n k y o u