1. How does WebGPU differ from WebGL in terms of pipeline structure and control?

BECAUSE IT GIVES LOWER LEVEL CONTROL.

1. Why is it important to use uniform buffers and bind groups in WebGPU?

BECAUSE MULTIPLE OBJECTS MAY SHARE THE SAME SHADER BUT THEY HAVE DIFFERENT DATA.

1. How could the rendering performance of this Breakout game be further improved?

I CAN GROUP ALL BLOCKS INTO ONE BUFFER RATHER THEN SEPARATE ONES.