

Creating ThreeJS Frogger

Alex Mackey
simpleIsBest.co.uk



pluralsight 
hardcore dev and IT training

ThreeJS Frogger



Game Components

- Scene objects created from Three.JS primitives
- Physijs physics engine for some fun collisions
- HTML/CSS game info panels
- PointerLock controls for camera placement



Vehicle Movement



Three.js Clock

- Need to take framerate into account
- `clock.getDelta()`; time between each frame (milliseconds)
- `clock.getElapsedTime()`; total elapsed time (milliseconds)

Suggested Next Steps

- **Modify ThreeJS Frogger**
- **Review ThreeJS examples**
- **3D Modelling e.g. Blender**
- **Shaders**