SSD8 - Virtual Art Gallery

**Technology Specification**

AFrame, html, css, javascript

**Project deadline**

2nd or 3rd week of November

**Project Timeline**

3 Parts

* + Design finalization – 2 weeks deadline, 17th Oct
    - We need to get sign-off from TA or Mentor before start of development
  + Development – 2 or 3 weeks
  + Presentation – 2 to 3 days

I**nitial Project design explanation (Sai Anirudh and Raghav) - 01/OCT/2020**

Art Gallery will have repeated terrain gallery like maze.

E.g., Games like temple run, Subway surf

**Def**: Terrain – Path like in temple run, set of path keep on generating (Infinite length of path)

Art paintings on both sides

Exit strategy and enter strategy of scene

**What are we going to get initial help from TA**

* + TA or mentor will give some library to create mesh(room like path) or straight line
  + Set of 100 Images to repeat

**Note** - Rooms are not always straight

**References**

SketchFab – use the rooms and customize

<https://sketchfab.com>aFrame – geometry option to create simple room