Implementation:

- I have used Three Js to Implement all the elements in the game like The Cubes(Geometry, Material, Mesh), Lights(Directional Light, Hemisphere Light, Spot Light), The Render loop which is making different cubes rotating or moving randomly, The fog, The plane geometry with pattern on it, The pattern of colors for the cube and etc.
- I have installed the controls for the user using "Pointer Lock controls" a very efficient library which make us easy to implement the first-person controls for the scene created in Three Js.

Outcome:

- This is my final project, I gave it the name as cube world game because it mostly consists of cubes which will be moving or rotating in a random way. As I have also installed controls like how games have I called it a game.
- You can jump on the cubes and be on the cube. You can move around in different directions to see the game scene with the help of different lights installed.
- I was able to accomplish this after learning so many different things from all the assignments of this course.

Conclusion:

I learnt so many things by implementing this project, I got confidence on implementing Lights, Cameras, Scenes with Meshes with Geometry and material in it, fog in the scene, Rendering the scene and animating the scene after the basic scene has been initialized using request animation frame and finally adding controls to make it a game.

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