

The Dangerous Forest – Project Description

Computer Graphics and Visualization

Technologies and libraries

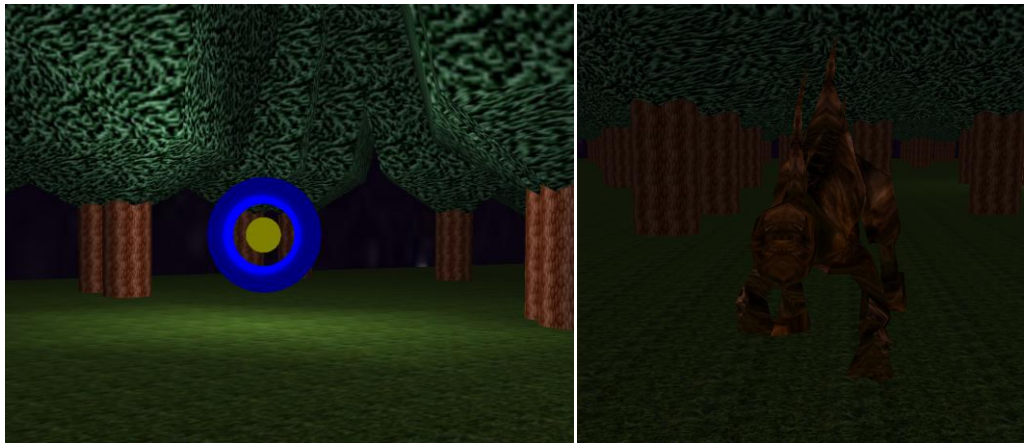
In this project we have used the following **web based technologies**:

- **XAMPP** web server to load local resources.
- **WebGL** as renderer.
- **Three.js** as framework.

Objectives

The goal of the game is to **find an object** (sphere inside a torus) that spawns randomly somewhere in the forest. You need to do it as fast as possible because a **monster will be chasing you**.

A different menu will appear whether we **win** or **lose** with its respective message.



Jaime Collado Montañez

Sebastián Collado Montañez

Elements

- **Player:** 1st person. The camera will follow your controls.
- **Monster:** We've loaded the model from a JSON file.
 - The monster has a simple IA that makes him **go towards the player permanently**.
- **Forest:** The trees are detected with raycasters casted from the player (toward, backward, leftward and rightward) in order to **implement collisions**.
- **Lights:** In the game, we've 2 lights.
 - The ambient one, which simulates a dark forest.
 - The one in the "goal" object (pointlight).
- **Sounds:** There 3 different audios in the game:
 - **Monster's sound** that we can hear louder the closer he gets to us.
 - **Two of them are global** and play **simultaneously**, as ambient sound.
- **Textures:** We've needed several textures for our proyect:
 - **Floor** (3000x3000 quad).
 - **Sky** (3000x3000x3000 cube geometry surrounding the whole scene).
 - **Trees** (One texture for the trunks and one for the leaves).
 - **Monster**.

