

# A 3D Airport Madness Website

## Introduction

There are two things I like most when using computer: playing video games and visiting great dynamic websites. More specifically, I prefer flight simulation game, one epic game is Airport Madness. [1] Work as an air traffic controller, do my best to manage aircraft approaching to airport and to avoid conflict when traffic volume getting higher.

Another thing I enjoy is good-designed website UI, like Apple.[2] Nowadays majority of people will consider a website like *Google 1998* as out-dated. For modern website design, concision is crucial for mobile first principle. Plus, animation can make web more fancy and fluent when scrolling.

## Sketch

I have been inspired by a 2D airport madness GitHub repository[3]. I would like to redesign it into a 3D game. I would also like to implement it with the real world airports and aircraft. I am going to dive into *three.js*, for 3D graphics. Also, I want to look into <https://spline.design/> to see if anything can be used.

Besides the little game, I want create a spinning globe which showing main airports and air lines. I get this idea by exploring these two websites:

- Prishtina International Airport: Visualized with THREE.js
- A World of Change

After a little research on how to design website like Apple[4], I will build web structure by *React.js* and library like *ScrollMagic*.

## References

- [1] Airport Madness 3D on Steam
- [2] Apple Inc.
- [3] AirportMadness On GitHub
- [4] How to jazz up your website like Apple with JavaScript