Project details:

1. Shader effects I added: my safe area has a mirrored surface and is using static reflection
2. Shader material I created: I created a new shader material for my enemy object. If the enemy got hit, its texture will overlapped with a new blood texture to create the hurt effect. And the texture levels of both textures are defined by the enemy’s health.
3. About teammates: this is a solo project so I’m the only one and did all the stuffs.
4. What I learned and obstacles I overcame: Basically all the things I used to implement this project were new to me. I learned how to play around with Three.js which is very powerful, and use it to create 3D scenes and interesting games. Also I learned how to use the GLSL shader to create fancy materials that one won’t get from elsewhere. The obstacles I met during the whole project were the bugs and errors I got from my code. In order to overcome them I searched around Google, github and stackoverflow and fixed them based on the replies and tutorials.