

# Batô

An adventure about seailing back home

Technical informations

## Goals

Create a **3D video game** working in web browsers  
With no installation, working on phone, tablet and computer.

## Three.js

Three.js is a **javascript** library that makes **WebGL** - 3D in the browser - easy to use.  
It provide basic shapes like cube, sphere and let you animates its.

## Workflow

We started with a simple scene showing a sea, we added the boat, islands...  
Then we added controls, animations and interactions.

## World

Randomly generated world.  
Simple graphics, with beautiful colours.

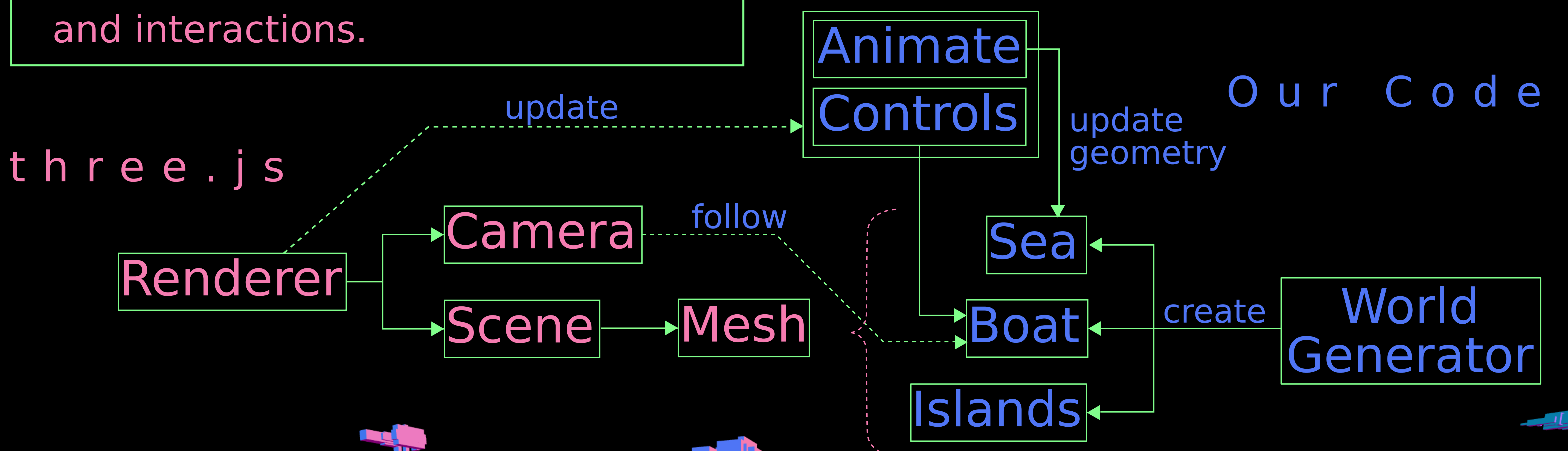
## Story

You wake up on your boat in an unknown location.  
You have to find your way back home.

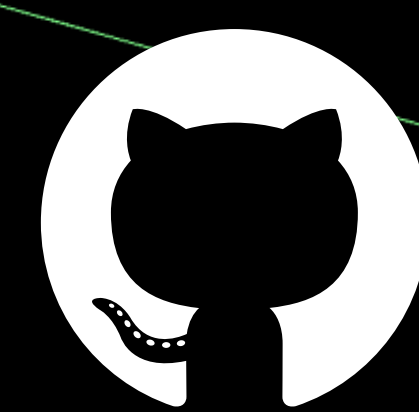
Along your sailing you will meet people who will help you in your journey. Maybe...

Try me at : [zoski.github.io/Bato](https://zoski.github.io/Bato)

Gameplay



three.js



THREE.js

Students

Estelle Moncolin  
Gaël Alberola

Teachers

Philippe Studer  
Florent Bourgeois

ensiza

