

Batô

An adventure about sailing 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 provides basic shapes like cube, sphere and lets you animate them.

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.

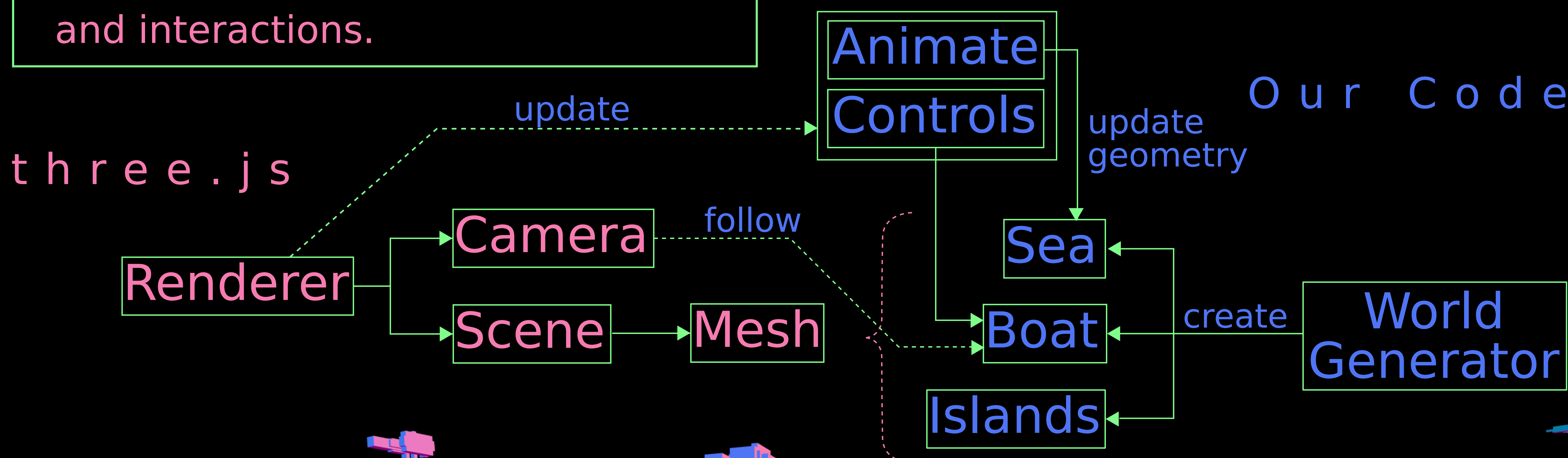
Story

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

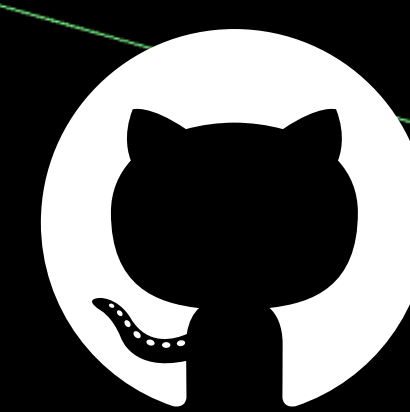
Along your sailing you will meet people who will help you in your journey. Maybe...

Try me at : zoski.github.io/Bato

Gameplay



three.js



THREE.js

Students

Estelle Moncolin
Gaël Alberola

Teachers

Philippe Studer
Florent Bourgeois

ensiza

