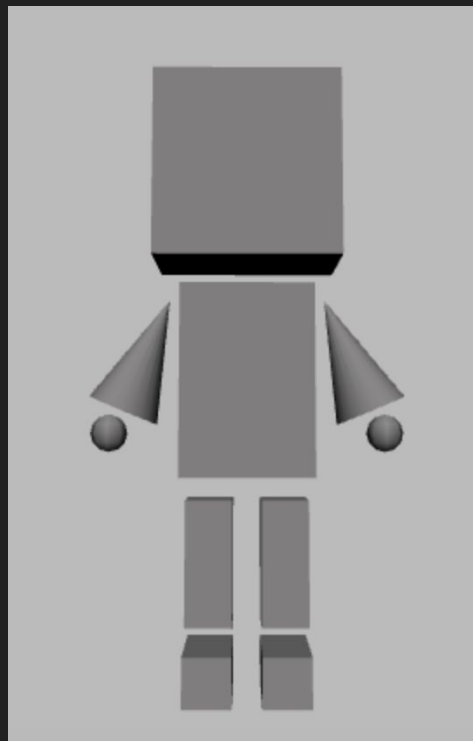
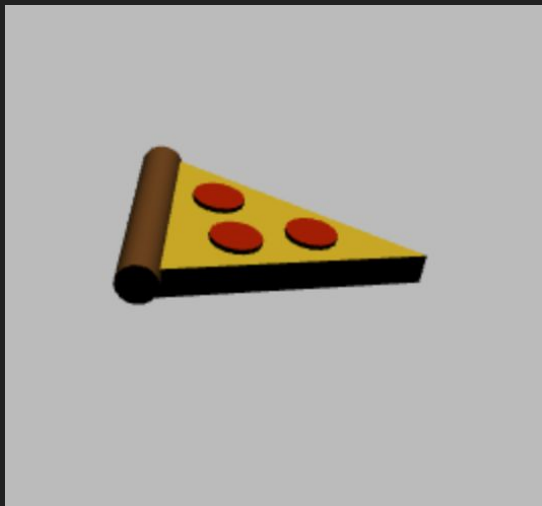


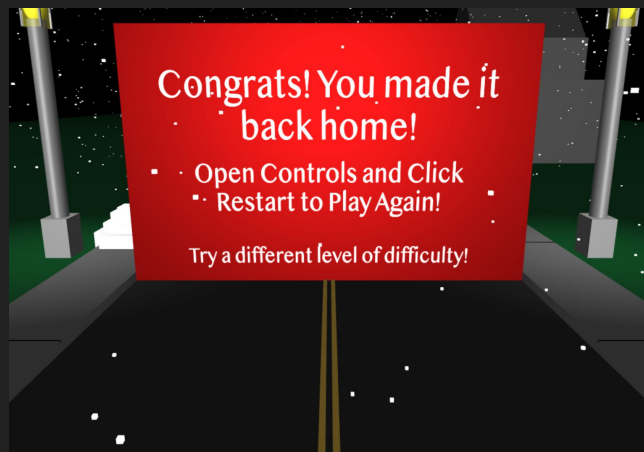
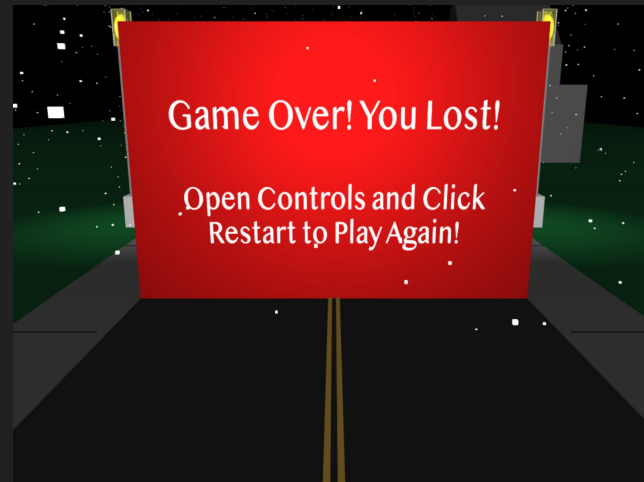
# Jug Run

Kobe Darko, Hank Alderoty, Isabel Kraus, and  
Ignacio Bernaldez

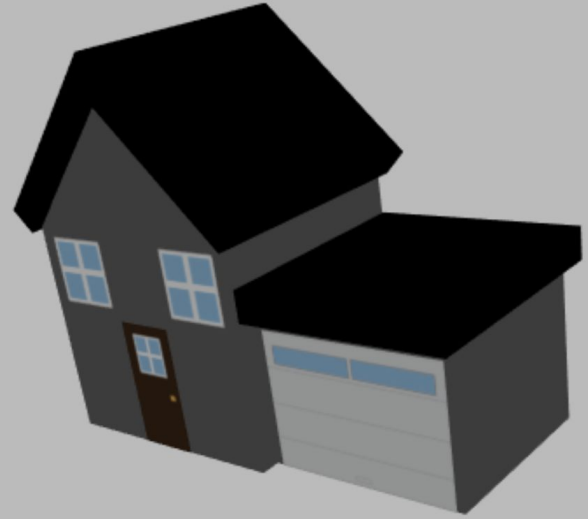
# Modelling



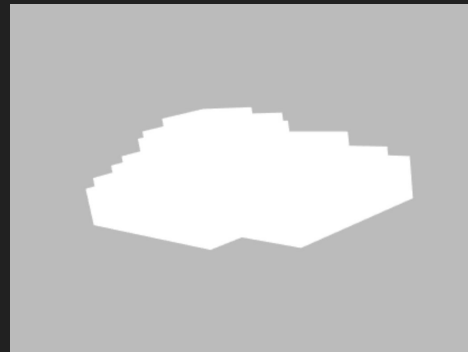
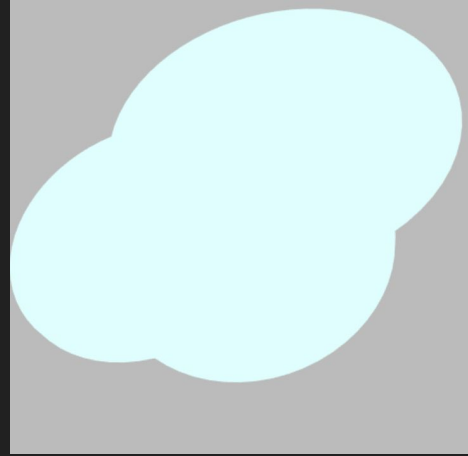
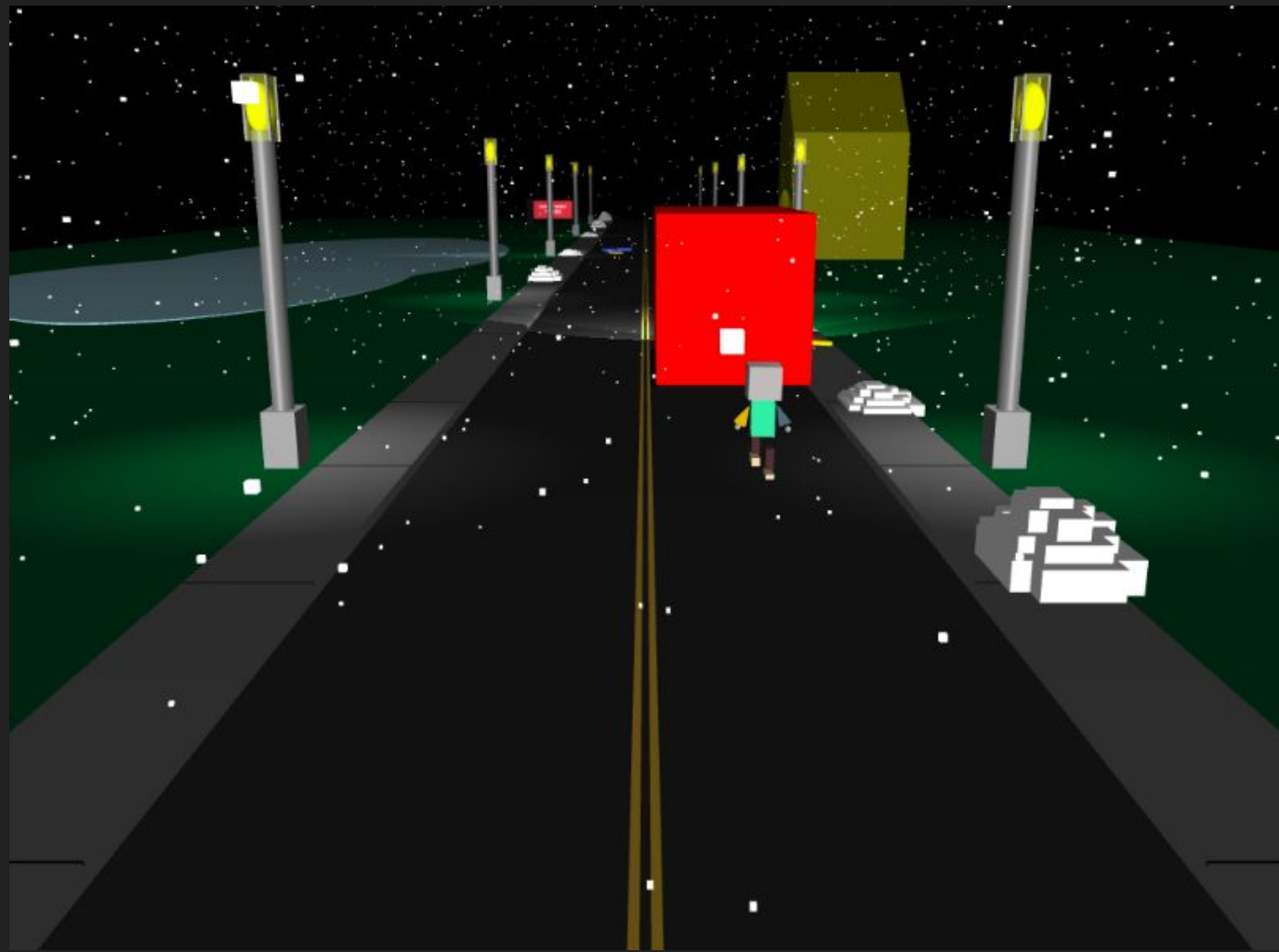




# More Modelling







# Lighting





## Health Counter

**JUG RUN**

Health

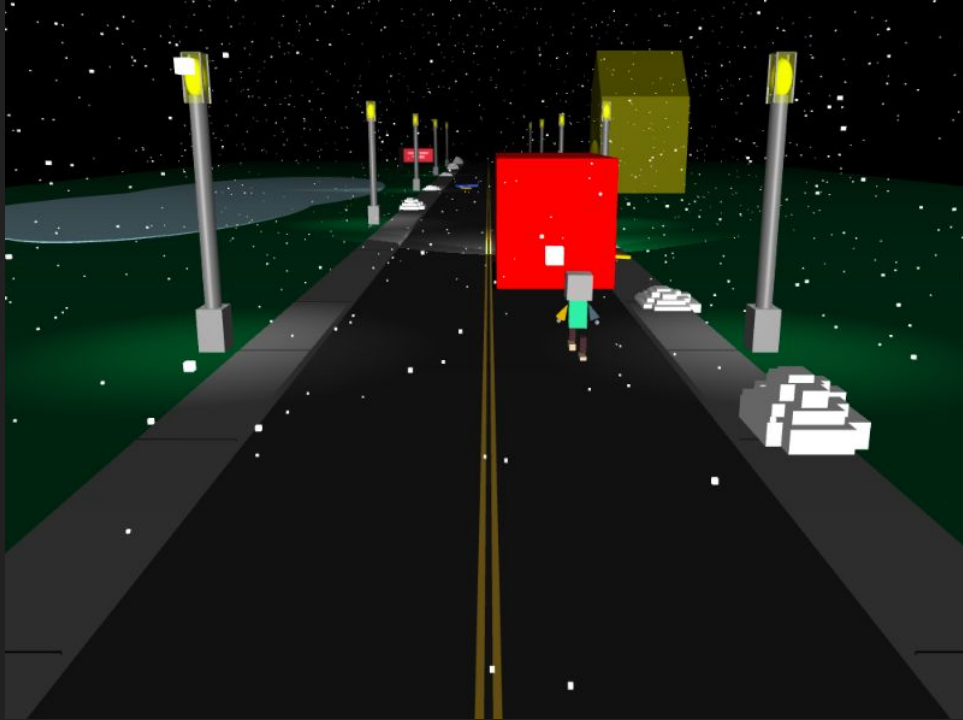
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**JUG RUN**

Health

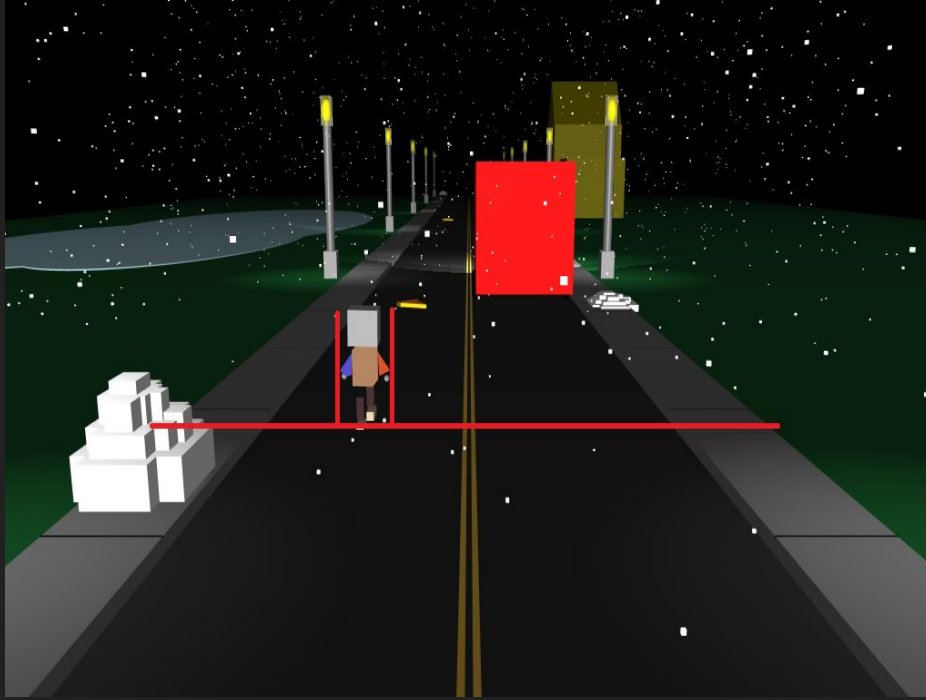
100

# Game Scene



- Scene Movement
  - Endless Runner
  - What's actually moving
    - `Object.position.z`
  - Game clock & reaching the end
- Player Movement
  - Switching Lanes
  - Jumping

# Collision



- Object Parameters
  - Length (along z-axis)
  - Width (along x-axis)
  - Height (along y-axis)
- When is Collision Possible?
  - $Z = 0$ ;
- checkCollision function
  - Returns bool
  - If statements

# Game Overview

