



# Emrys Sledding Down the Ski Hill

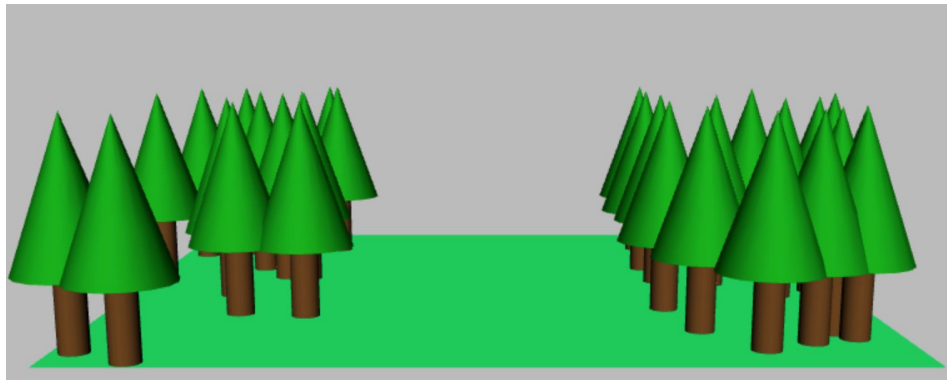
By: Jingxian, Zoila, Asad, and Leslie



# Scene



# First Renders of Scene



# Hero:



Sketch:

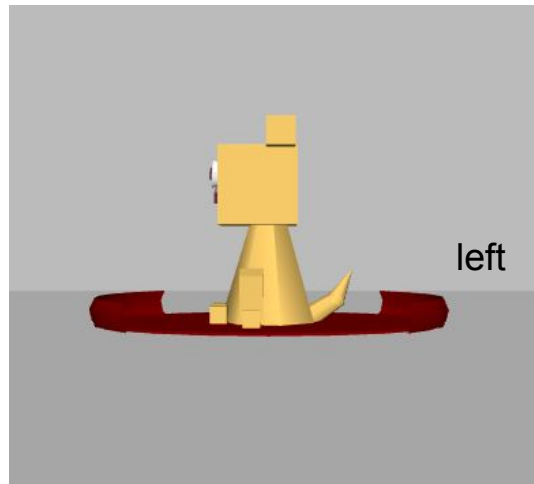
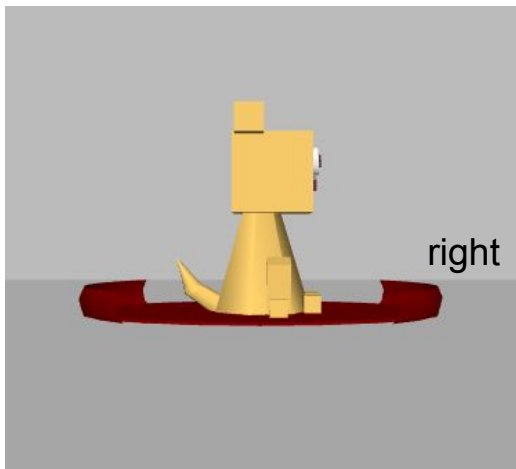
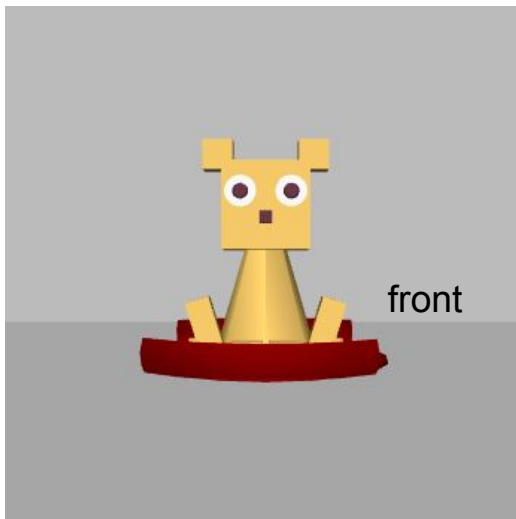


Reference tutorial: lion

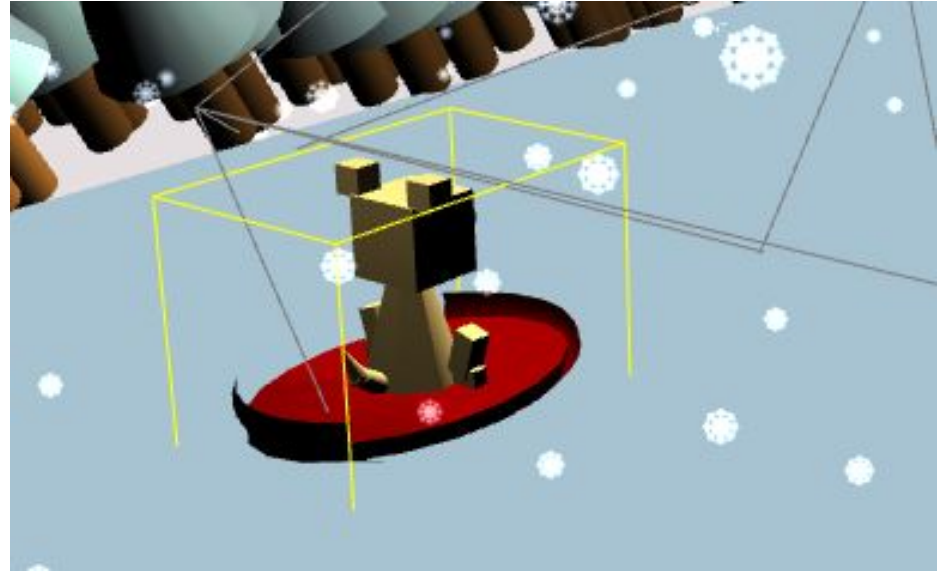
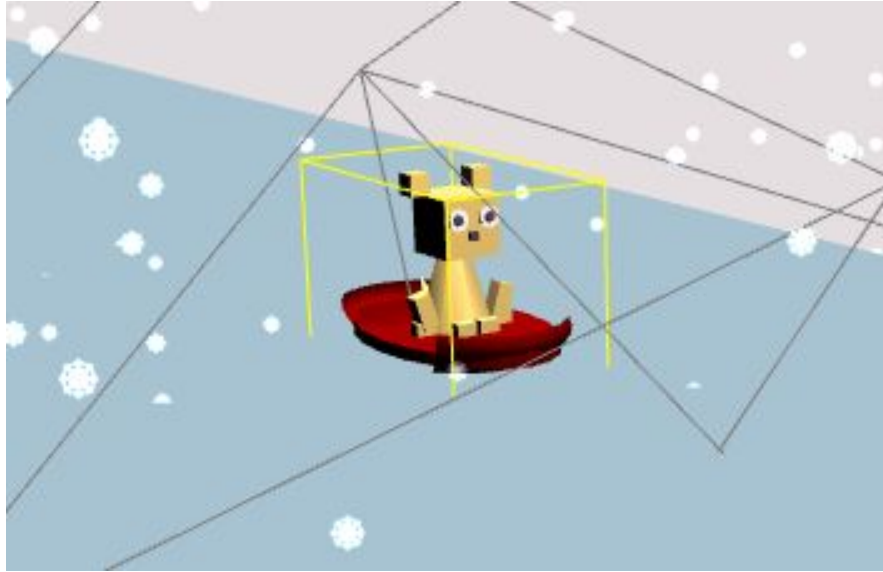
<https://codepen.io/Yakudoo/pen/YXxmYR>



# Model outcome:



# Lights on Emrys



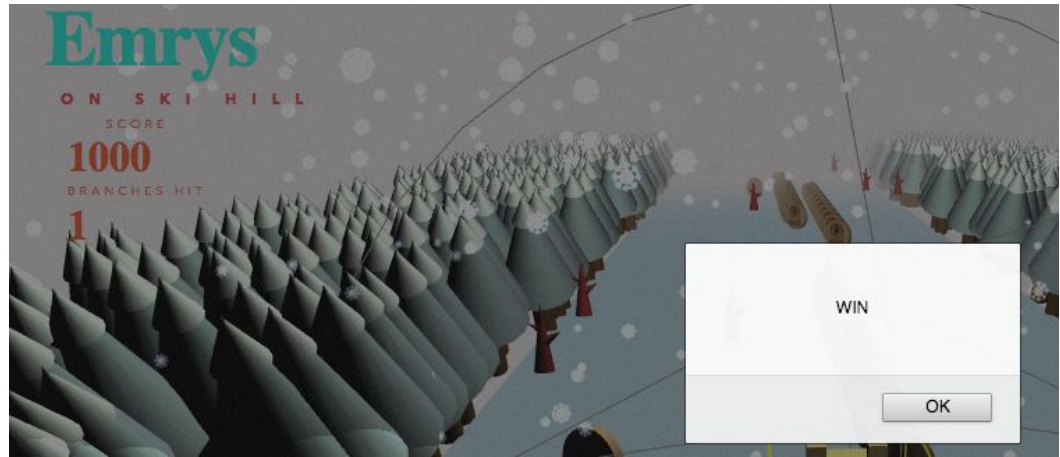
# Scoreboard



# Win and Lose

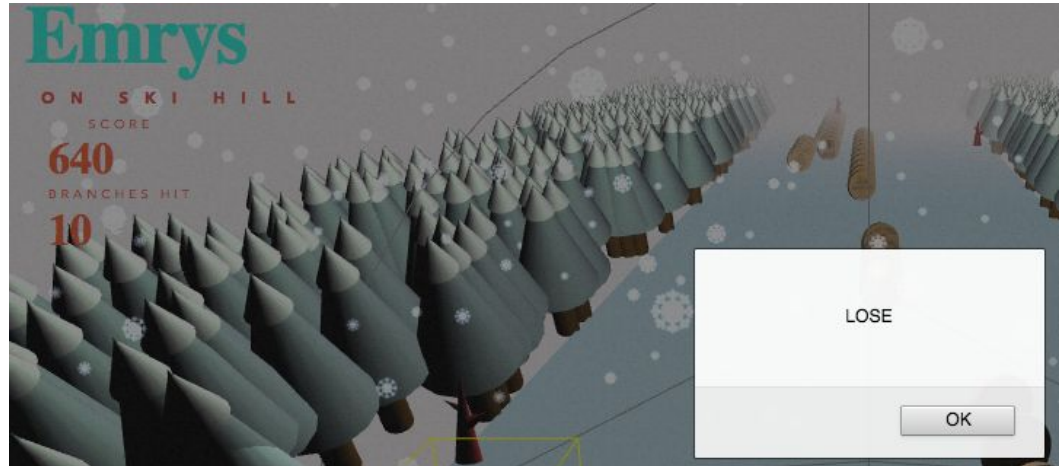
Win condition:

Score = 1000



Lose condition:

Branches hit = 10

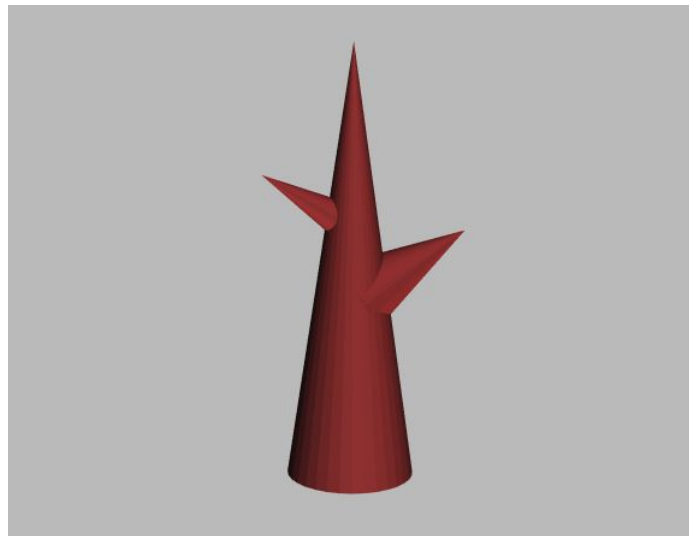
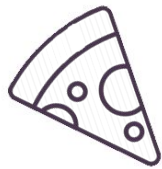
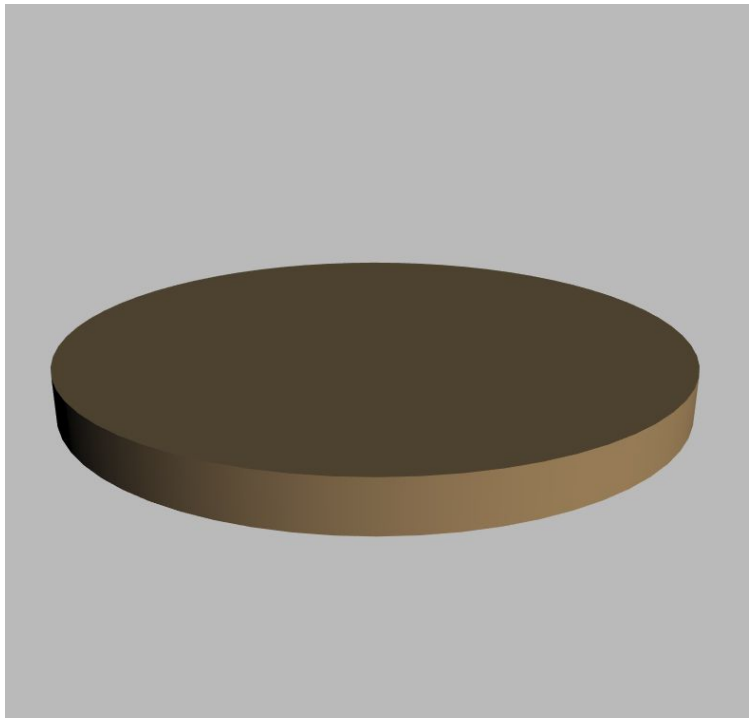




# Particles



# Tokens and Obstacles



# Collisions

Based on Axis-Aligned Bounding Box (AABB)

- Create AABBs around interacting objects
- Use library functionality to check for intersection
- Display AABB on the scene for debugging purposes

# What We Have Now

