

HW3: Transporting to another place

Due: Thursday May 3, 2018 at 11:59 pm

In this team assignment you will **work with a partner** (who is **not** in your project team). You will use [A-Frame](#) to design and implement a virtual reality app that transports the user to another place - a real but remote location, across time, inside a game, among abstract art... whatever you think would be interesting, immersive, and compelling!

Use this document to [find a partner](#).

Reading:

To complete this assignment:

- Review CS220 A-Frame Lab 1 and Lab 2 (optional Lab 3).
- Consult with [A-Frame documentation](#) and [video tutorials](#)

Requirements:

Here are some specific requirements for your application:

- Start by deciding on and articulating (in writing) your design goal. Your application will be evaluated and graded within the context of your design goal. Your goal might be to evoke a sense of awe, to experience a famous piece of art in a new way, to visit a place inaccessible in real life, or to get an insight into the lives of others. Any of that is fine. The key is that you articulate your goal and make justify your design decisions in light of that objective.
- Your application should:
 - contain at least 4 different geometry entities with different material properties
 - include at least two different textures
 - use animation
 - have at least one light source

How to submit:

1. Deploy your A-Frame application online. You can put it on one of the team's member CS account or request a new CS team account.
2. In the [submission document](#), add a url to a Google Doc which includes the following:
 - a. Design goal for your application
 - b. Design rationale
 - c. Url to the online app (on one of team members CS account)
 - d. Url of a demo video that shows your app
 - e. Reference any code sample or resources that you used

Grading Rubric:

The assignment is graded out of 10 points as follows:

Clear design goals and rationale: 1.5

Working application that satisfies its design goal and assignment requirements : 6.5pt.

Creative application that contains **features that go beyond the minimum** requirements: 2pt.

Ideas for extra features:

Here are some ideas for features that go beyond the minimal requirements (all these features are explained in the recommended readings):

- 1) add interactivity using cursor input (see lab 3)
- 2) use components from the [A-Frame registry](#)
- 3) [import 3D models](#) from online repositories (e.g. Sketchfab or Thingiverse)

Collaboration policy:

- You should work closely with your partner. Your submitted application should be a product of true collaboration. Both partners should contribute to all aspects of the assignment including design, implementation (coding), and documentation.
- You are allowed to seek sample code online and reuse it with **appropriate attribution to the source**. You should not discuss specific details with other students.
- **You are not allowed to view the code or open a web application created by another team.**