Emrys Sledding Down the Ski Hill

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Scene
First Renders of Scene
Hero:

Reference tutorial: lion
https://codepen.io/Yakudoo/pen/YXxmYR
Model outcome:
Lights on Emrys
Scoreboard

Emrys
On Ski Hill
Score
200
Branches Hit
1
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