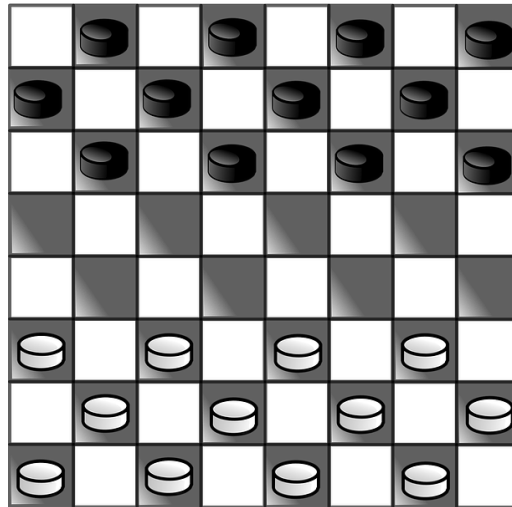




## Assignments 1

Creating simple games is a good way to become familiar with interactive graphics programming. Program the game of checkers<sup>1</sup> using WebGL. You can look at each square as an object that can be picked by the user. You can start with a program in which the user plays both sides.



**Submission Deadline:**

Sunday, October 23, 2016

**Submission URL:**

<https://goo.gl/HFXghU>

**Accepted file format:**

A single HTML file is allowed (.html)

<sup>1</sup> <https://en.wikipedia.org/wiki/Checkers>