Worlds

Ancient Desert



Enter Desert

Unity WebGL — Online Desert Scene — Demo — 4 players with live chat (a bit choppy from recording)

The videos are a bit choppy for these worlds, but the games run smoothly.

This is a large desert scene with up to 4 players and live chat.

There are ancient stone ruins and wind throughout the scene.

It is a 3D scene built in Unity.

I put it first because it is multiplayer with live chat, which is difficult to do.

These worlds are for laptops and desktops.

For this one, use the right mouse button to turn. Hold both mouse buttons to run.

You can also use the arrow keys or WASD to move the player.

For now, these are exploration environments. I may add puzzles in the future.

Press Enter to chat.

Press Escape to get your mouse cursor back.

Try not to run while chatting. It locks player movement.

If the game locks up on load, the maximum of 4 players has been reached.

You can get very lost in here until I add landmarks. Just reload the page.

Running nonstop from one end of the desert to the other takes about 2 minutes.

Personal Story



Enter Story

There are 9 scenes that follow my personal story. Each scene has the mood of that part of the story.

Colliding with the statues can start or stop a thunderstorm, make it rain, play music, or spawn things.

Press Escape to get your cursor back.

W is forward. The mouse looks around.

You can also use the arrow keys or WASD to move.

Stone cubes and books are teleports to the next scene. Signs and named objects can activate things.

Each diary unlocks the next scene. To reset your progress, clear your browser data.

This world is for desktops, but it can be previewed on a phone.

Land of Ice and Fire



Enter Lands

These are two large scenes of opposites — fire and ice.

The winter scene is a large landscape with falling snow, a dragon, an ice palace, and an ice cavern.

The scene has several music choices, activated by colliding with a sign. Each scene has a vertical stone portal.

The fire scene is dark and ominous, with lava rivers, a cave, a fire dragon, and a volcanic palace with a lava floor.

Press Escape to get your cursor back.

W is forward. The mouse looks around.

You can also use the arrow keys or WASD to move.

This world is for desktops, but it can be previewed on a phone.

Enchanted Forest



Enter Forest

This is one scene using detailed grass for a change.

The scene has particle animations for the fairies, animal animations and magical objects with collision.

Escape key gets your cursor back.

W key is forward. Mouse looks around.

Arrow keys or WASD keys to move.

Go to the statue to spawn things. Collide to activate things.

This world is for desktops, but it can be previewed on a phone.