Abstract

A new technology called WebGL shows a lot of potential, especially in near future, but since this technology is still new, there are still many unknown potential in this area that is not explored yet. This research tries to uncover the potential of integrating physics frameworks with WebGL technology for game engine development. The result of this research shows that it is possible to develop a game engine with physics features for WebGL technology, even though there are still a lot of works that needs to be done before actual game engine can be developed.

Key Words

WebGL, Physics, Game Engine, Open Source