

California State University San Bernardino
School of Computer Science and Engineering

CSE 4820 Senior Project Presentation

Date:

December 10, 2020

Time:

10:00 AM

Location:

Zoom ID: 827 4721 7741

Zoom Link:

<https://csusb.zoom.us/j/82747217741?pwd=L283eGI2U0o5YjBuZmdsVzZQdzdWUT09>

(Passcode: 853720)

Title:

Video Game Project: Ricochet Rally

Student:

Francys Cunanan

Advisor:

Haiyan Qiao

Client:

Duncan Smith

Abstract:

This Senior Project demonstrates the student's skills as a video game developer by coding a complete build single-handedly in Unity. The only exception not built in this project is the Art Assets used to make the game more appealing. The goal for this project is to mimic a genre dated before the Year 2000, for examples, Synthwave, Atari, and VHS in order to emphasize its design as an offline 2-Player game. The benefit to this is its wide availability to play on trips or gatherings with friends or extended families. The game is intended to maintain a simplistic play style so that it is easy to pick up for younger audiences or people who have not played a game before. The game completed in this project has potential to expand with more levels and to port over to console.