

California State University San Bernardino
School of Computer Science and Engineering

CSE 4820 Senior Project Presentation

Date

May 11, 2022

Time

3:00pm

Location

<https://csusb.zoom.us/j/82219258975>

Title

Crown's Game

Student

Braulio Amezquita

Advisor

Professor Fadi Muheidat

Abstract

The purpose of the senior project was to use the skills I had developed over my time here at CSUSB to build a prototype for a game I had been planning on creating. My main motivation for the project was to see how far I could actually develop the project alone in the span of a semester as a general scale of my actual skills with Unity and to see how I could incorporate what else I have learned within the project. The overall project is a simple 2D platformer where the player goes through the level of defeating enemies with their projectile attack to reach the boss at the end that they must defeat.