

California State University San Bernardino
School of Computer Science and Engineering

CSE 4820 Senior Project Presentation

Date

May 19, 2021

Time

12:00pm

Location

Zoom: <https://csusb.zoom.us/j/4229141402>

Title

Video Game Project: Pixel Scuffle

Student

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Advisor

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Abstract

The goal of this project is to create the foundation for a 2D fighting game that connects to the net with a roll back net code design. The game will be a minimum of two characters with different stats outlined with only their box models and no art. There will be a minimum of one level with completed art background and one object that reacts to the game play in the background. There will be a minimum of 5 attack inputs that can be recognized by the opposing character. A minimum of 4 directional inputs (up, down, left, right) will be created and only one way to defend themselves

which will be holding the opposite direction of an opponent. There will be one menu screen where the character can be selected, which then leads into the main game. The focus of this project is to show an understanding through implementation of roll back net code which uses a prediction method for dealing with game latency otherwise known as lag.