

Introduction

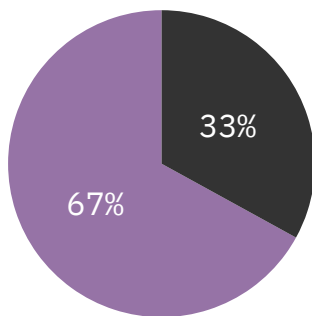
- Modern development tools are designed to optimize the development experience.
- Lets explore the methods and tools of automata to achieve an optimized game development experience.

Objective

- Demonstrate 2D game design using the methods and tools of automata.
- Developing a framework that can be modified and/or built upon for similar 2D games.

Statistics

Students that wish to pursue game development.



Students willing to use the methods and tools provided by automata to develop video games?

