



# CME Quest Adventure

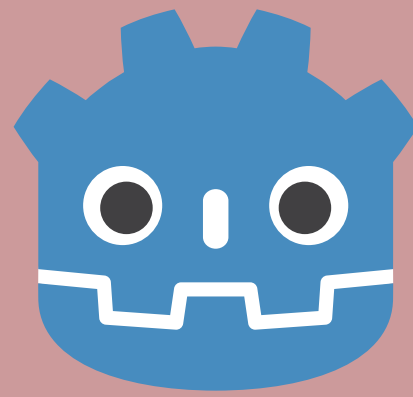


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Computer Science

## Stanford CME

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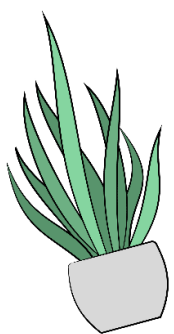


**GODOT**  
Game engine

## Ball State

Mentor: Hunter Durbin  
Faculty: Huseyin Ergin Ph.D

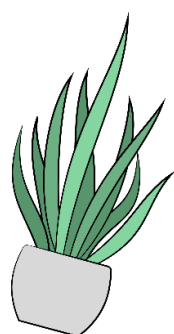
## CME Quest Adventures



Start a Scenario

Leaderboard

Quit



## Purpose

The original purpose of CME Quest Adventure is to make a fusion of entertainment and education, creating an engaging platform for any CME provider to enhance their learning in a exhilarating manner.

## Features

- 2 unique escape rooms
- CME educational puzzles
- Leaderboard
- Responsive UI

## Conclusion

This project gave us valuable experience on working with clients, and team-members. It taught us how to apply agile software development to our practices.