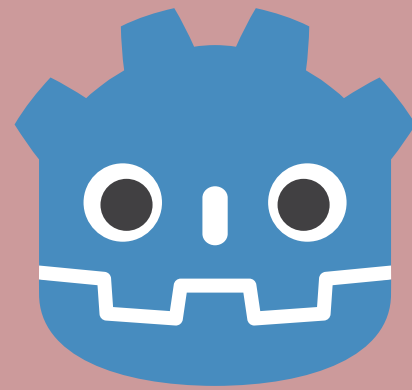# CME Quest Adventure

Micah Harker, Jack Carthew, Jared Bowman, Justyn Fox, Ethan Hooper

Computer Science

Stanford CME

Kurt Snyder
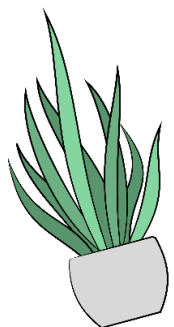Lani Matsumura
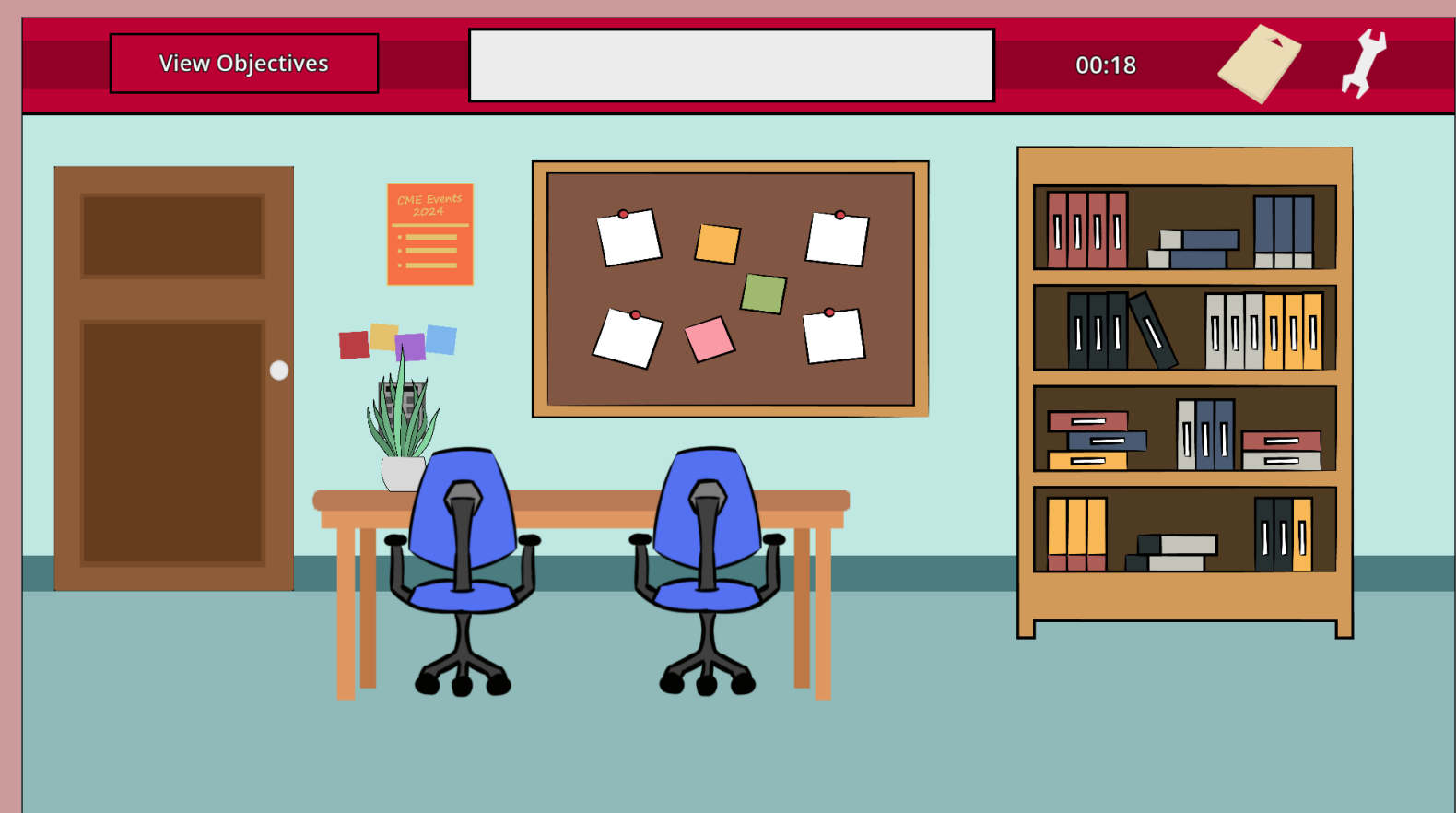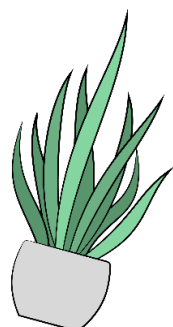
GODOT
Game engine

Ball State

Mentor: Hunter Durbin
Faculty: Huseyin Ergin Ph.D

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.