AI for Game Programming

Computer Science Department, College of Engineering & Computer Science

UCF AI For Game Programming Course

Most Complete

THIS CERTIFICATE IS AWARDED TO

Daniel Thew, McGreggor Kennison, Ricardo Sanchez-Gordon, Miguel Nobrega

TO HONOR THEIR EXCELLENT GAME:

High Doom

Johnathan T. Mell

Dr. Johnathan Mell, Professor

Darryl Roman   **Noah Ari**   **Kylee Weener**   **Blake Lochmandy**
Instructors   **Graders**