

California State University San Bernardino
School of Computer Science and Engineering

CSE 695 Independent Study Presentation

Date

March 25, 2015

Time

2:00 PM

Place

JB 359

Title

The Unity Game Engine

Student

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Advisor

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Abstract

I will be covering my research on the Unity game engine. I will discuss the variety of features and tools of the Unity game editor. This includes the physics engine, UI tools, particle systems, and animation tools. I will also discuss using c# scripts to implement gameplay behavior. I will be presenting a prototype that I have developed that incorporates the features mentioned above. The prototype is a fully functional one-click, infinite-runner game for mobile devices.