California State University San Bernardino
School of Computer Science and Engineering

CSE 482 Senior Project Presentation

Date

June 10, 2016

Time

2:00 PM

Place

JB 359

Title

Dungeon Tales

Student

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Advisor

Dr. David Turner

Abstract

Dungeon Tales is a video game prototype developed in the Unity game engine. It is a game using 2D graphics and involves controlling the player character exploring a dungeon. Each room in the dungeon is randomly generated and will feature different types of enemies to engage in combat with. The goal is to go from room to room until you find the exit.