

California State University San Bernardino
School of Computer Science and Engineering

CSE 595 Independent Study Presentation

Date

December 5, 2014

Time

2:30 PM - 2:45 PM

Place

JB 359

Title

Level Design for 2D Games

Student

Michael Swedo

Advisor

Dr. David Turner

Abstract

A demonstration of experiments in level design done in both the Tiled Map Editor and other map creation tools, as well as an elaboration upon the Best Practices I have learned through working with Mark Swoope on a 2D game engine featuring Tiled. The demo will also include map design for a tabletop Role-Playing Game, and the encounter and map design for a party of four players.