

California State University San Bernardino
School of Computer Science and Engineering

CSE 595 Independent Study Presentation

Date

June 11, 2015

Time

12:00 PM

Place

JB 146

Title

Neighborhood Troubles

Student

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Advisor

Dr. David Turner

Abstract

I will be presenting a game that I created in javascript using the Phaser API. I will explain how I used the Phaser API to create the game and how everything works in the game, such as some of the physics and animations in the game. The game is called "Neighborhood Troubles" and is a 2D platformer type game. "Neighborhood Troubles" is about a small neighborhood that has recently been taken over by villains and one man who is willing to stand up and fight back against the villains. The main character's name is Andy Vigil and he must fight his way through the level in order to save his neighborhood from being completely taken over by villains.