California State University San Bernardino

School of Computer Science and Engineering

CSE 595 Independent Study Presentation

<u>Date</u>

March 27, 2015

<u>Time</u>

1:30pm – 2:00pm

<u>Place</u>

Jack Brown Room 359

<u>Title</u>

Development of Browser Based Games

<u>Student</u>

Ashraf Dauodi

<u>Advisor</u>

Dr. Turner

<u>Abstract</u>

I will present the use of the Phaser library as a foundation for building games that run in desktop and mobile browsers. I restricted my study to the creation of 2D games with simple user input mechanism that would work well on both desktop and mobile computers. I will present the key classes and organization of the Phaser library and will demonstrate a simple game built with the library.