California State University San Bernardino
School of Computer Science and Engineering

CSE 482 Senior Project Presentation

Date
June 5, 2014

Time
12:00 pm

Place
JB 146

Title
Game Development in Unreal Engine 4

Student
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Advisor
Dr. David Turner

Abstract

This project involved building a game from the ground up using Unreal Engine 4. The purpose was to see the viability of Unreal Engine 4 as a development and prototyping engine, as well as understand its strengths and weaknesses as an engine itself. We will be presenting on the process we took, from inception of our game design, to implementation of character models, user interfaces, and environment design, and will conclude with comparison with Unity3D.