

California State University San Bernardino
School of Computer Science and Engineering

CSE 482 Senior Project Presentation

Date

March 25, 2016

Time

12:30 PM

Place

JB 359

Title

Gotta Go Fast!

Student

Andrew Yenlavitch

Advisor

Dr. David Turner

Abstract

Gotta Go Fast! is a platform game developed in Unreal Engine 4. It features 2-dimensional character movement and 3-dimensional art assets. You play as Pogo, a character infected by an unknown disease that forces you to keep moving to survive. This project was an opportunity for me to push myself and see what I could accomplish while learning the workflow of the Unreal Editor and relearning 3ds Max. While there is much I still wish to do with the project in the future, overall I am very proud of what I have been able to accomplish in a few short weeks.