California State University San Bernardino
School of Computer Science and Engineering

CSE 575 Internship Presentation

Date

June 6, 2014

Time

3:00

Place

JB 359

Title

Mobile Game Development at Whim Independent Studios

Student

Gerren Willis

Advisor

Dr. David Turner

Abstract

I will be presenting the experiences that I gained while working at Whim Independent Studios; a start up gaming company. I will talk about the project that I was in charge of developing called ANTics. ANTics is a casual bug smashing game for mobile devices written in ActionScript. In the course of my time working there, we managed to successfully complete this project and deployed it on Google Play. I will discuss my software development process from conception to launch, and the challenges and difficulties that I had to overcome. Challenges such as: memory management, scaling to different screen sizes, creating expansion files, adding in-game advertisements, and other related obstacles pertaining to mobile development. I will also briefly go over the software architecture of the game and the programming language and tools I used to create it.