

California State University San Bernardino  
School of Computer Science and Engineering

## **CSE 595 Independent Study Presentation**

### **Date**

June 13, 2014

### **Time**

3:30 PM

### **Place**

JB 359

### **Title**

Bubbleshot Alpha Mobile Game

### **Students**

Ryan Rady, Josh Weston, Sean Lopez, Tim Castle

### **Advisor**

Dr. David Turner

### **Abstract**

Bubbleshot Alpha is a mobile puzzle game built for Android mobile devices, in which the player controls a cannon and obstacle blocks to guide a bubble and collect tokens. This has been an ongoing project starting with the Game Design class, and developed in the Software Engineering class. We will present our working from design, developing the physics, integrating graphics and audio, group development process, and testing, along with a demo of our game.