

California State University San Bernardino  
School of Computer Science and Engineering

**CSE 575 Internship Presentation**

**Date**

June 14, 2016

**Time**

5:00 pm

**Place**

JB-359

**Title**

Parking Lot Wars App Presentation

**Student**

JinYong Doh  
(Designer: Hyundeuk Cho)

**Advisor**

Dr. David Turner

**Abstract**

Parking Lot Wars is a mobile adaption of a prototype started on Fall 2014 quarter by Andrew Artz, which is the client, and his development team in CSE 440. The app is built by using UNITY with C# and JAVA. On Winter 2016 quarter in the CSE 455 class, the development team has added an option menu, a pickup truck to play, single play mode, timer tool, and changed start, selection, win/lose screen designs.

In Spring 2016 quarter, I have built a virtual joystick and replaced the 4-button control. I have modified the features of each car to distinguish among other cars. Also I have modified the obstacles to to behave differently. These modification could help the user to enjoy the game better than the previous versions. With the help of the artist, Hyundeuk Cho, I have changed the game scenes and designed the virtual joystick.

For future implementation, you could add an AI or a multiplayer mode which could allow to connect individual phones through wifi or bluetooth. Also, adding a level editor could be useful for the user to edit the level of the game for their own purpose. Since the current product is only for android phones, building an iOS version could be necessary.