

California State University San Bernardino
School of Computer Science and Engineering

CSE 482 Senior Project Presentation

Date

June 16, 2015

Time

2:30 PM

Place

JB 359

Title

Esports Simulator 2016

Student

Kristian Howard Jr

Advisor

Dr. David Turner

Abstract

This presentation will detail the progress that Kristian Howard Jr, Andy Artz and Mark Martinez have made on the game they have been developing since the beginning of the quarter. The game is called Esports Simulator 2016, and it uses the Unity engine. We have been using C# for the scripts. Kristian has been tasked with UI design, such as the View Player window, View Fire Player window, and the View Team window.