

California State University San Bernardino
School of Computer Science and Engineering

Masters Project Presentation

Date

May 15, 2015

Time

2:00 PM

Place

JB-359

Title

ANTics: A Cross-Platform Mobile Game

Candidate

Gerren Willis

Advisor

Dr. David Turner

Committee Members

Dr. Ernesto Gomez

Dr. Kerstin Voigt

Abstract

For my project I have constructed a cross platform, mobile gaming application called ANTics. It is a casual tower defense game where the player must defend three stacks of candy from a hoard of different types of bugs. I used Adobe Air as well as two gaming libraries called Starling and Feathers to build this game. Adobe AIR is a runtime environment that enables developers to package the same code into native applications for multiple operating systems, including Android and iOS. I will discuss these tools as well as how I developed the software architecture and all of the major components. These components include: asset manager, screen manager, user interface, AI behavior, enemy spawning mechanism, AI behaviors, gameplay mechanics, and particle systems. I will end with a demonstration of the final product running on multiple devices.