

California State University San Bernardino  
School of Computer Science and Engineering

## **CSE 482 Senior Project Presentation**

### **Date**

June 16, 2015

### **Time**

12:15 PM

### **Place**

JB 146

### **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.