

**California State University San Bernardino  
School of Computer Science & Engineering  
Masters Project Proposal Presentation**

**Date**

**October 13, 2014**

**Time**

**10:30AM**

**Location**

**JBH 359**

**Topic**

**ANTics: A Casual Mobile Game**

**Candidate**

**Gerren Willis**

**Advisor**

**Dr. David Turner**

**Committee Members**

**Dr. Ernesto Gomez**

**Dr. Kerstin Voigt**

**Abstract**

For my project, I will construct a cross platform, mobile gaming application called ANTics. ANTics, will be a casual tower defense game where the player must defend four stacks of candy from a hoard of different types of bugs. I will be using Adobe Air as well as two gaming libraries called Starling and Feathers to build my project. 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. The purpose of this project is to learn about how to develop and market a mobile gaming application for both Android and iOS. This project will also give me the opportunity to improve my skills as a gameplay programmer and mobile app developer. This is due to the fact that I will be responsible for developing a stable software architecture as well as manage the importation of art and sound assets. I will also implement the game mechanics, such as the user interface, basic AI behavior, enemy spawning mechanism, and saving/loading the users progress. Furthermore, I will tackle problems that mobile app developers face such as screen real-estate issues, memory management, battery consumption, and how to provide an overall user friendly experience.