

California State University San Bernardino  
School of Computer Science and Engineering

**CSE 482 Senior Project Presentation**

**Date**

December 8<sup>th</sup>, 2015

**Time**

1:00 PM

**Place**

JB 359

**Title**

Neighborhood Troubles

**Student**

Christopher Huber

**Advisor**

Dr. David Turner

**Abstract**

I will be presenting a game that I have created using the Unity 3D program and C# scripting language. I will explain how I created the game in Unity, as well as, some of the mechanics and coding on how Unity works. The game is a 2D platformer type game called “Neighborhood Troubles”. It is about villains that take over a small city and one person who stands up to them. This game was created in a different class and I continued to work on the game to further my knowledge of Unity. My goal for my senior project is to complete the first level and start creating a second level. The main goal in the game will be for the character to defeat the enemies and a boss on the first level. He will also be able to travel to the second level once the boss from the first level is defeated if there is a second level.