



Center for Graphics and Geometric Computing

Lab Project 234326 proposal

Winter 2013/ 2014

Computer Games

Description:

Want to create your own computer game without writing 10^6 lines of code? Want to learn more about computer game design and mechanics? Do working, studying, friends, relationships, eating and sleeping interfere with your gaming schedule? Then come and take on a computer game project.

In this project you will work on your own game using one of the widely used game engines (Unity, UDK, Source, CryEngine,...). The game must be in full 3D.



References:

[1] http://en.wikipedia.org/wiki/Game_engine

Prerequisites:

Good programming skills in C++.

Familiarity with C# or Java is an advantage.

Platform:

A high end platform with a GPU that can run a game engine

Advisor:

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Number of students:

1 or 2 students.

Engineer: Dalia Bojan dalia.bojan@gmail.com

