



# **Center for Graphics and Geometric Computing**

Lab Project 234326 proposal

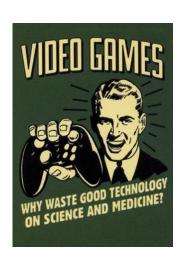
Winter 2013/2014

## **Computer Games**

## **Description:**

Want to create your own computer game witout 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] <a href="http://en.wikipedia.org/wiki/Game\_engine">http://en.wikipedia.org/wiki/Game\_engine</a> **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:**

Miri Ben-Chen, Taub 420, Tel: 4347 mirela@cs.technion.ac.il

### Number of students:

1 or 2 students.

Engineer: Dalia Bojan dalia.bojan@gmail.com

