

**MICHIGAN STATE**  
**UNIVERSITY**

# Alpha Presentation

## RailBuilder: The Great Race to Promontory

### The Capstone Experience

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Fall 2017



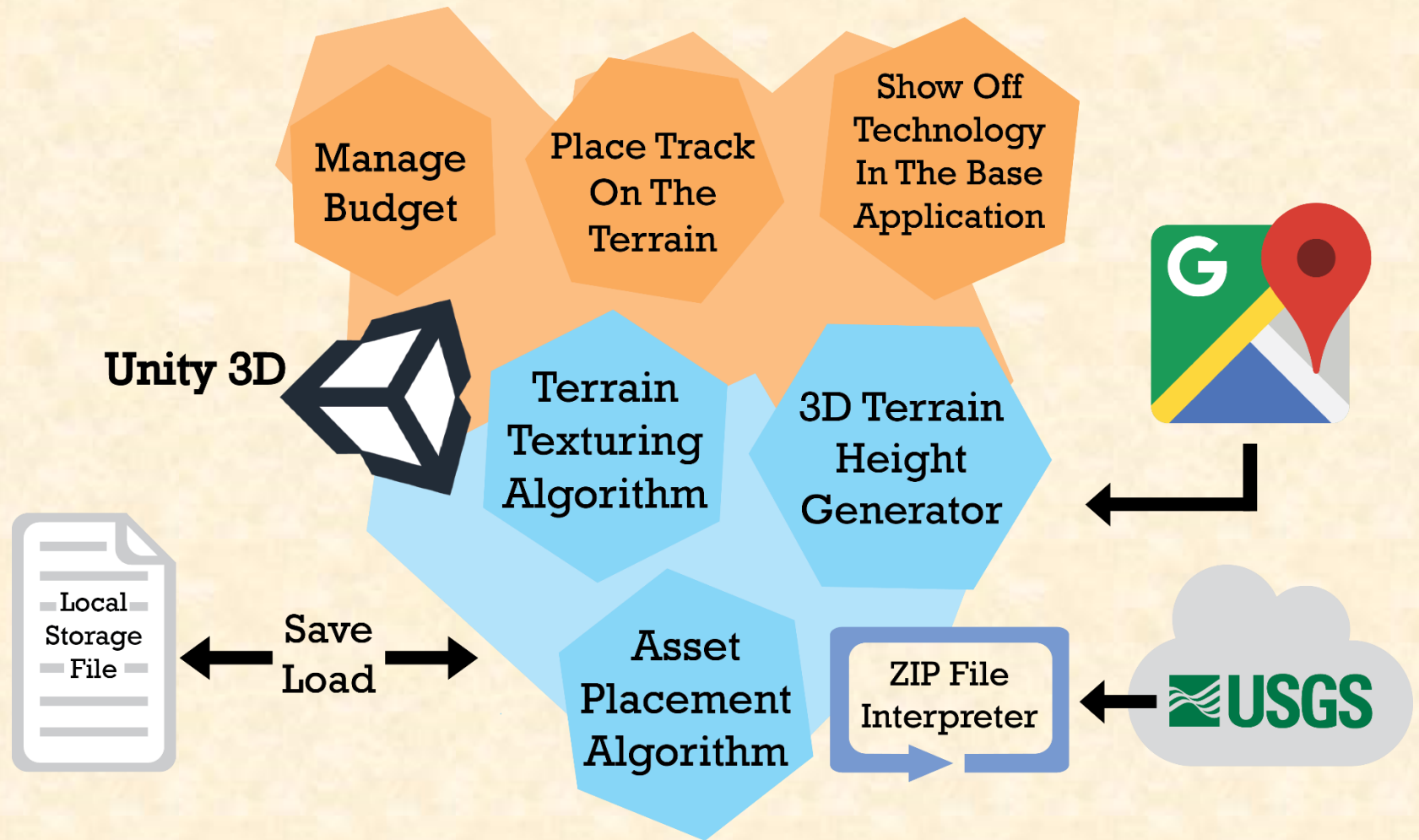
*From Students...*  
*...to Professionals*

# Project Overview

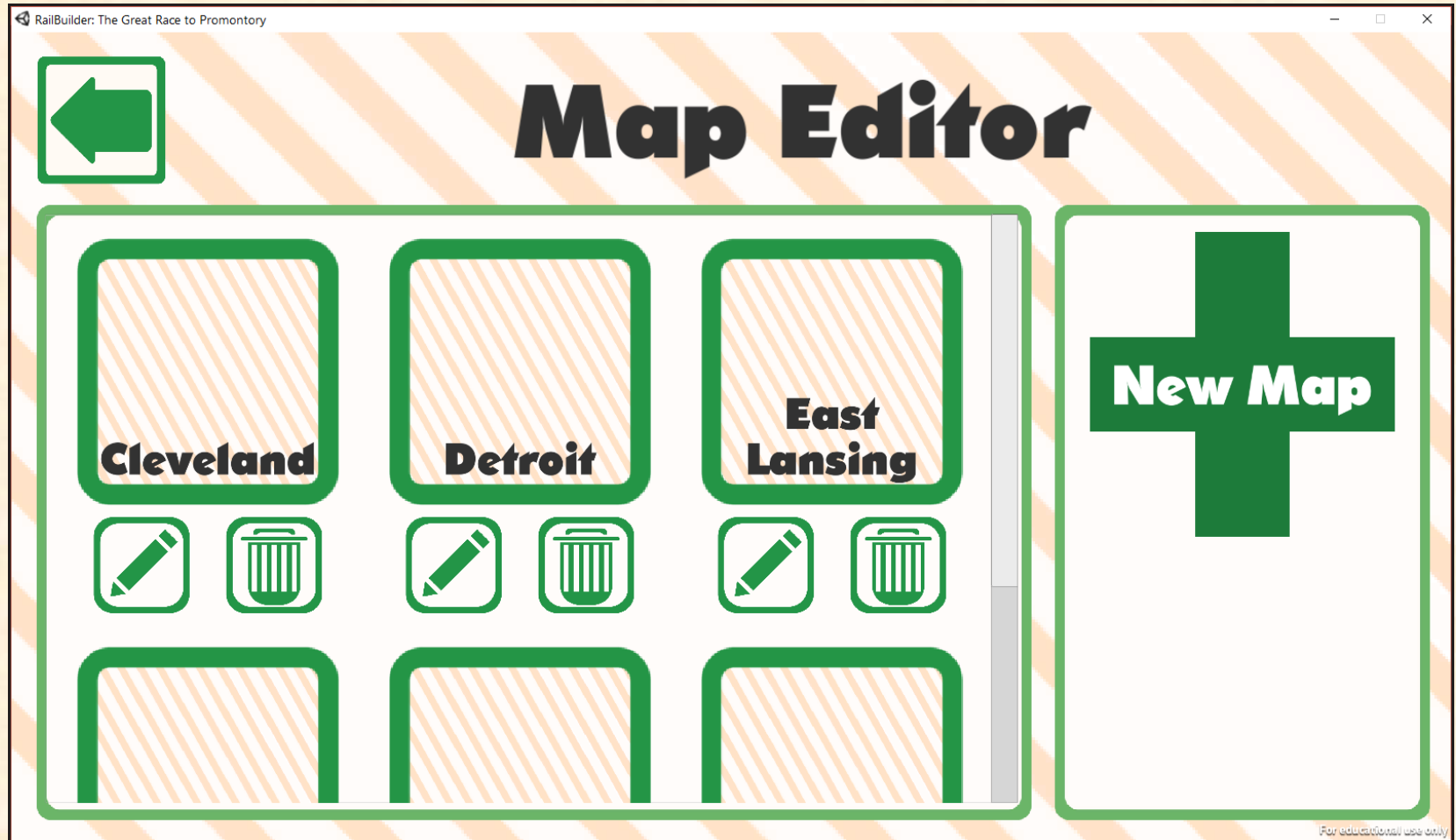
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- Simulate real-world environments
  - Topography, soils, water, and vegetation
  - Easy to use interface
  - Provides control for environment piece placement
- Game that showcases this technology
  - Building a railroad between two locations

# System Architecture




# Map Editor



# Map Creator

RailBuilder: The Great Race to Promontory



## Map Creator

**Save**


**Name:**

**Density:**  
 **61**

**Overlap:**  
 **25**

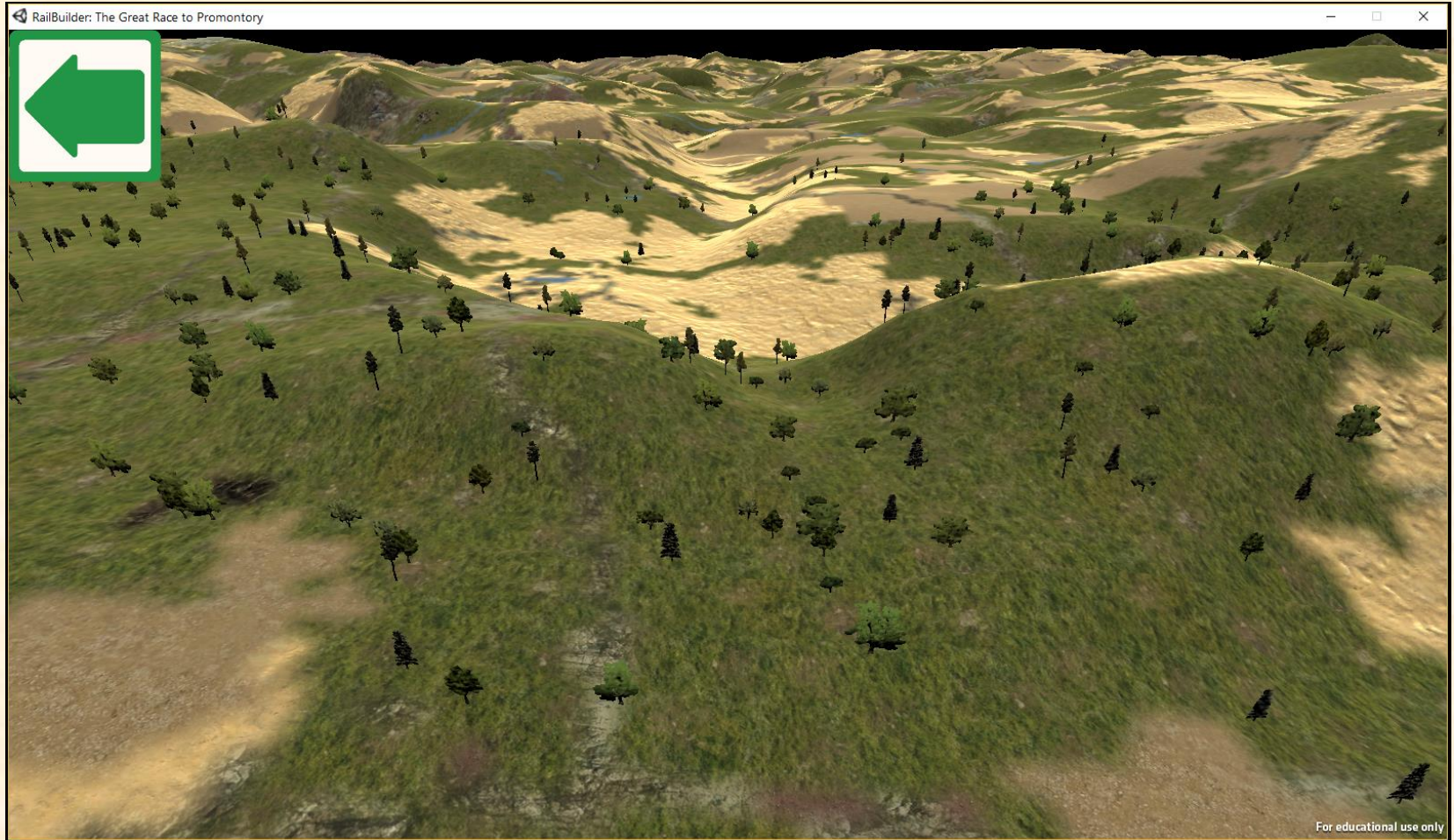
**Spacing:**  
 **93**

	Latitude	Longitude
<b>Pin 1:</b>	<b>42.742</b>	<b>-84.495</b>
<b>Pin 2:</b>	<b>42.727</b>	<b>-84.472</b>





# Map Viewer



# What's left to do?

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- Optimize generation of maps
- Integrate object placement
- Implement saving/loading a map
- Implement user placement of railroad pieces
- Develop the game

# Questions?

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# Video Demonstration

