MICHIGAN STATE UNIVERSITY

Beta Presentation
RailBuilder: The Great Race to Promontory
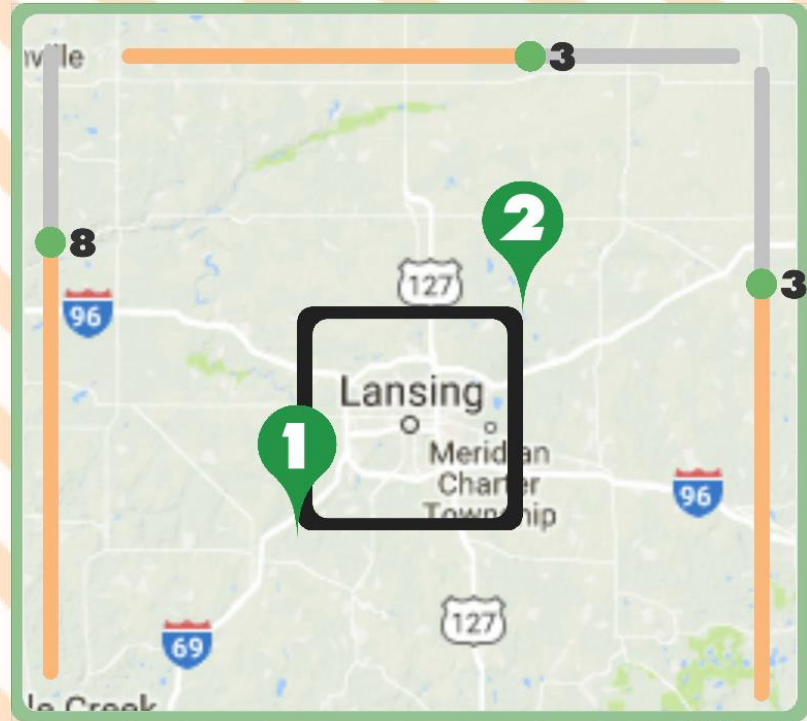
The Capstone Experience

Team Union Pacific

Zachary Brenz

Kyle Bush

Trever Daniels

Declan McClintock

Jacob Young

Department of Computer Science and Engineering

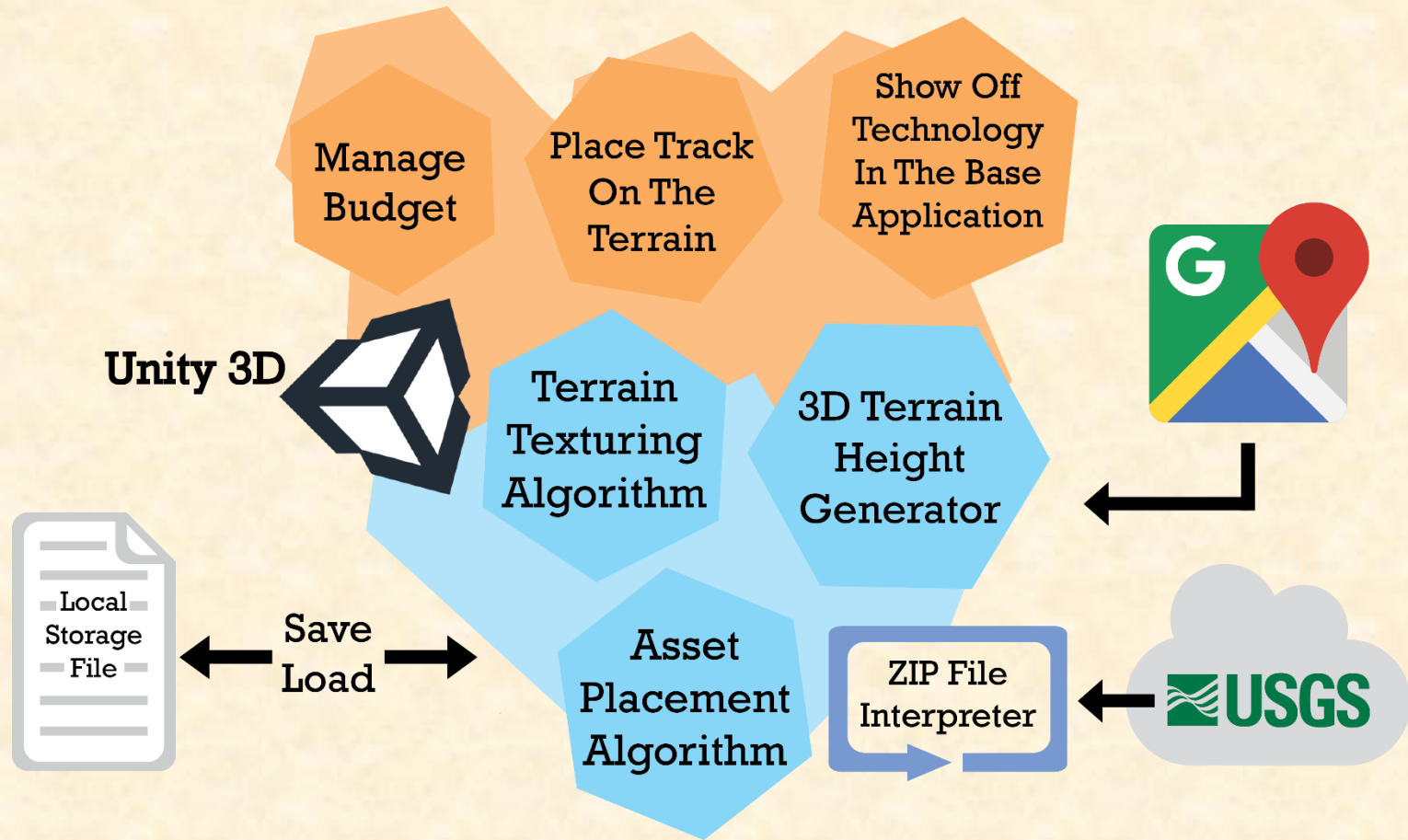Michigan State University

Fall 2017
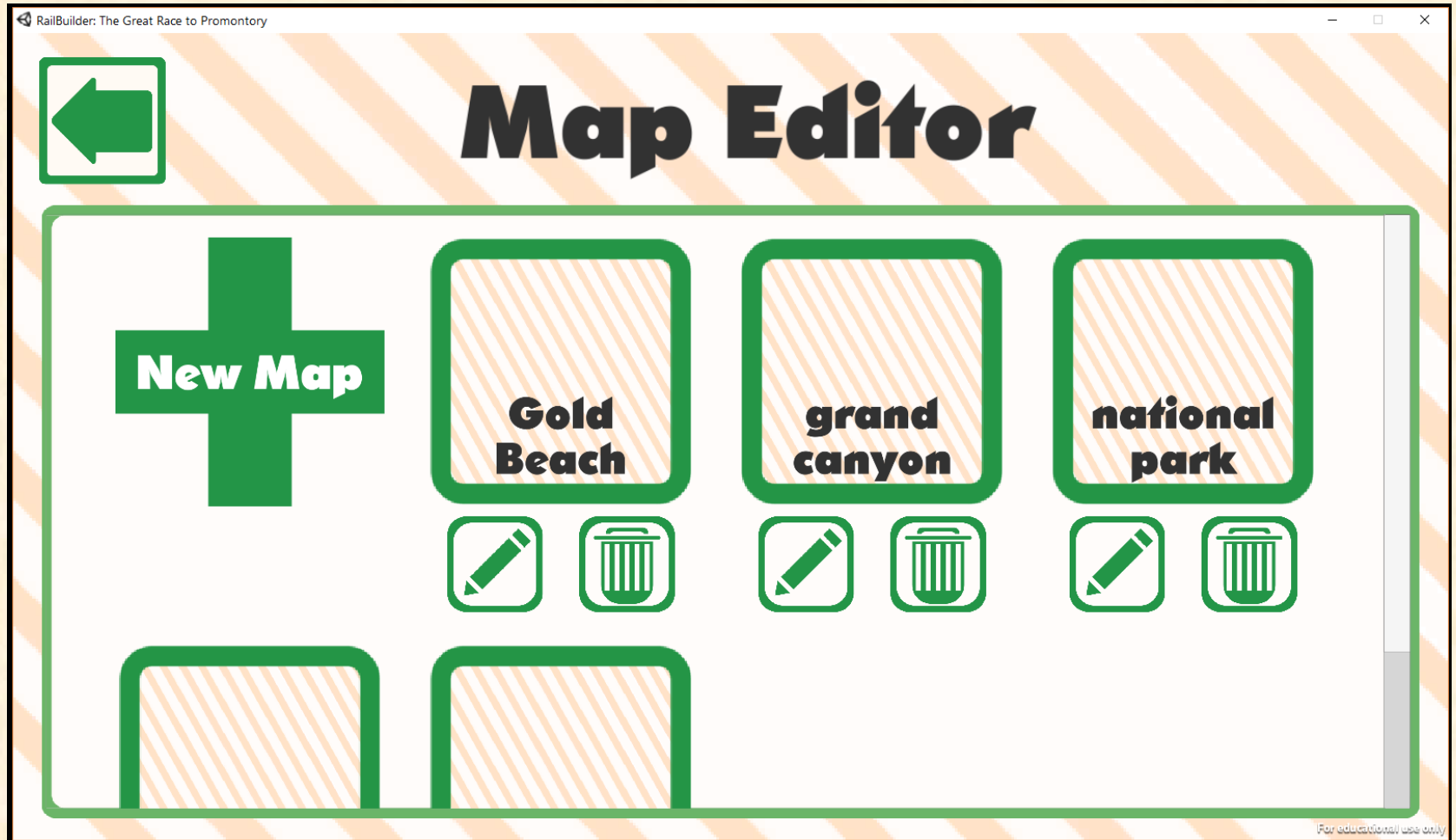
From Students…
…to Professionals

Project Overview

- 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
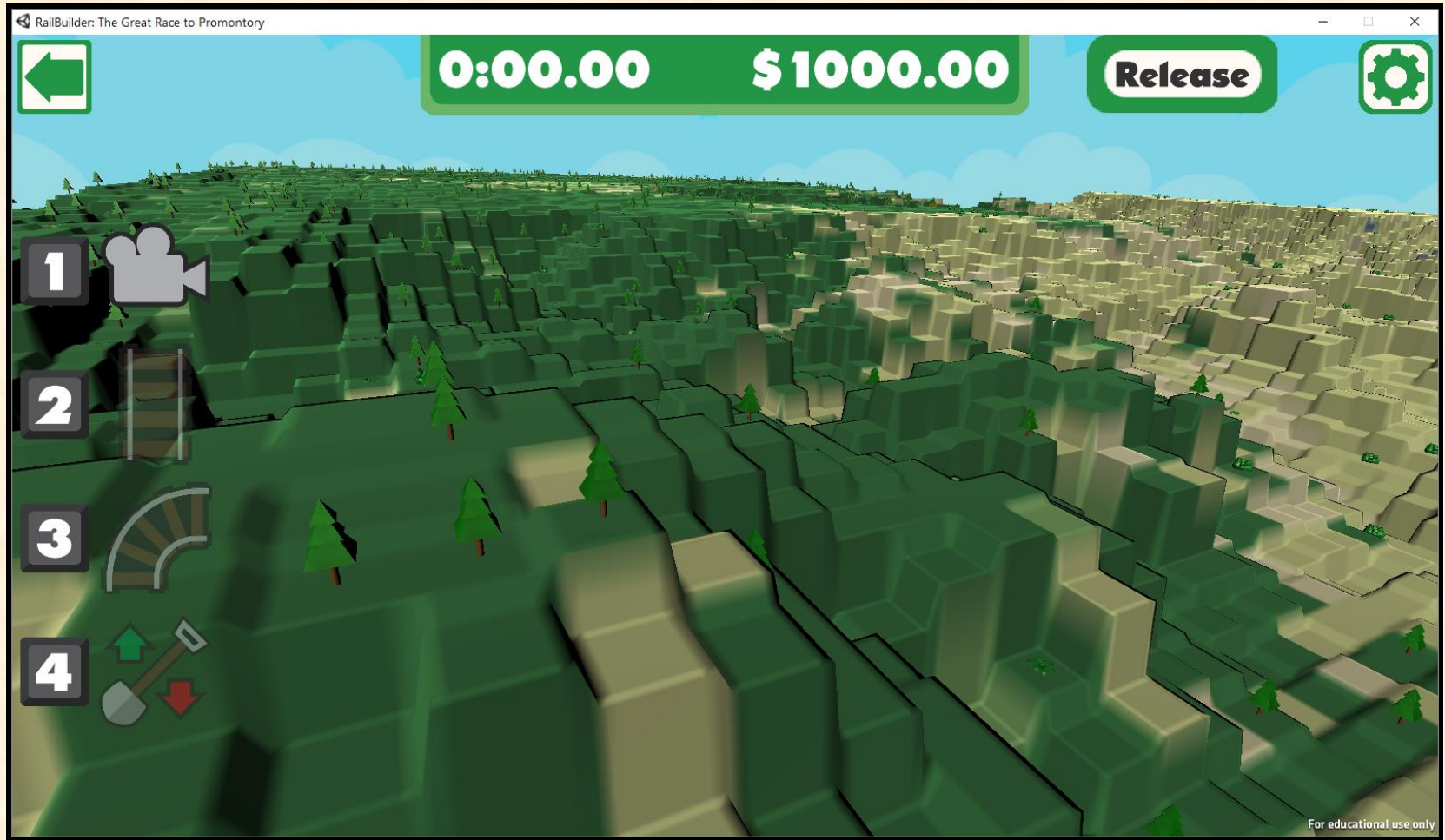
Realistic Terrain Generation
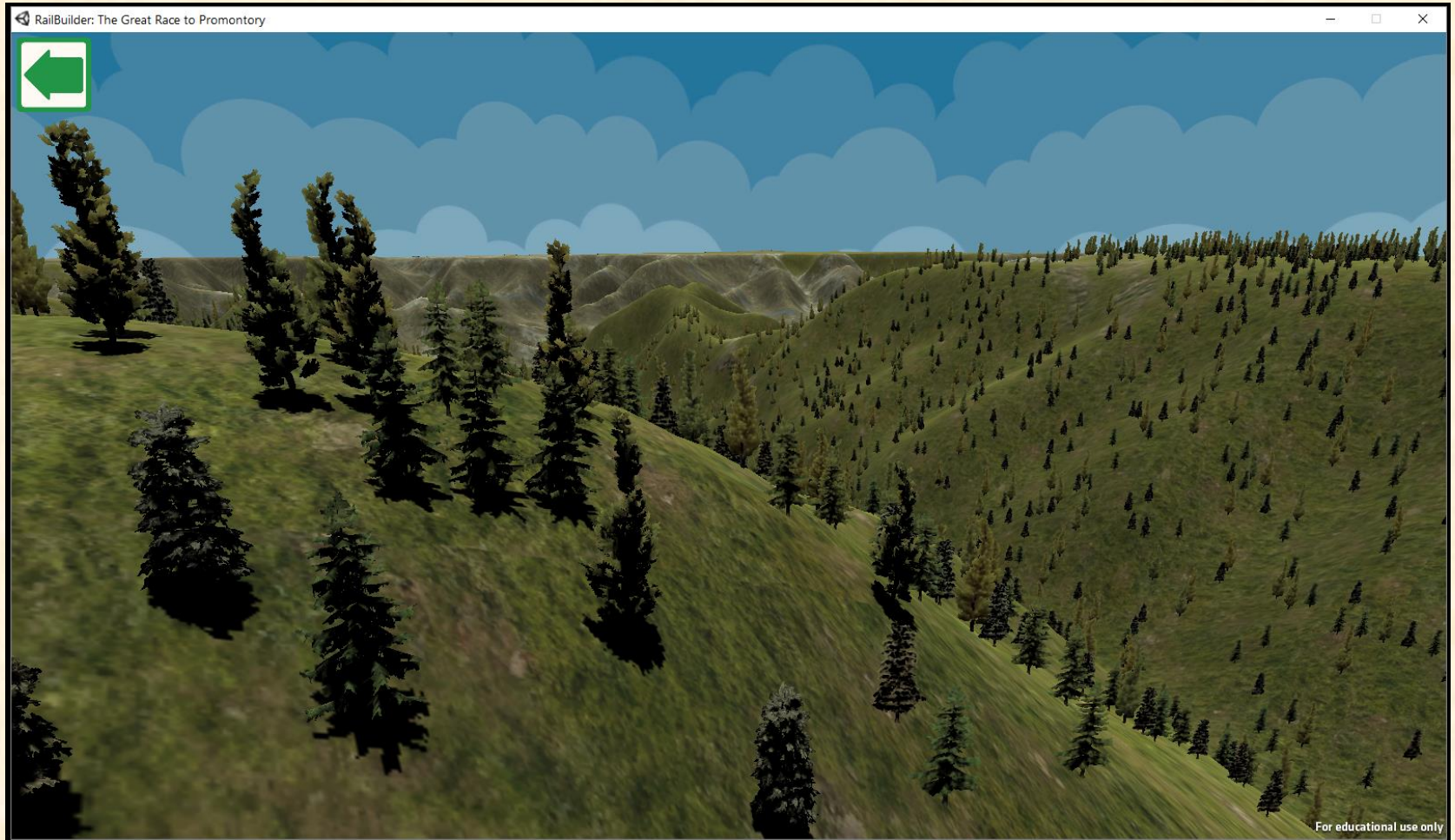
Game Terrain Generation

What's left to do?

- Project video

- Visual and gameplay polish

- Creating deliverables for our client

Questions?