

MICHIGAN STATE

U N I V E R S I T Y

Beta Presentation

RailBuilder: The Great Race to Promontory

The Capstone Experience

Team Union Pacific

Zachary Brenz

Kyle Bush

Trever Daniels

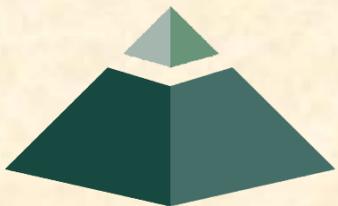
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Fall 2017



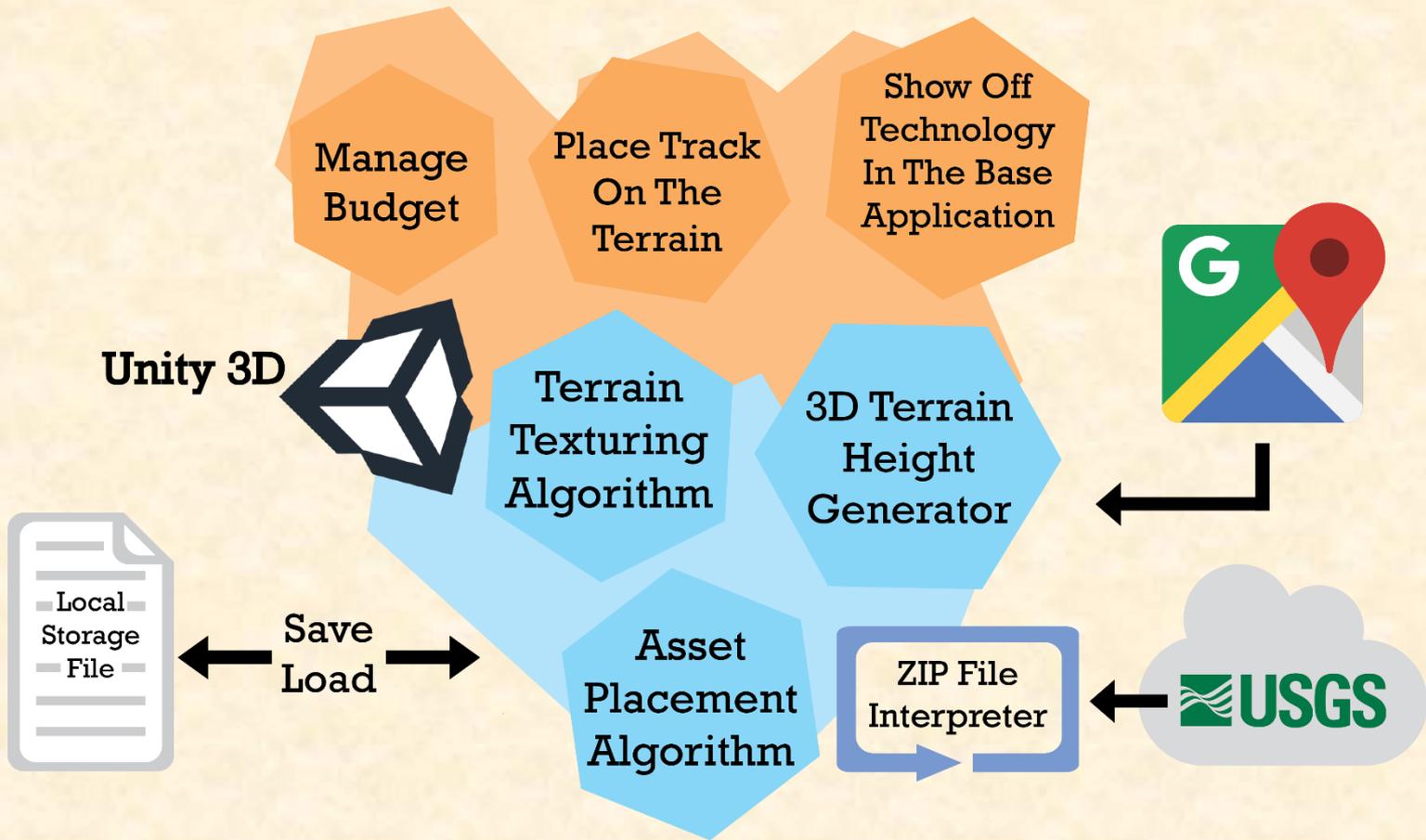
*From Students...
...to Professionals*

Project Overview

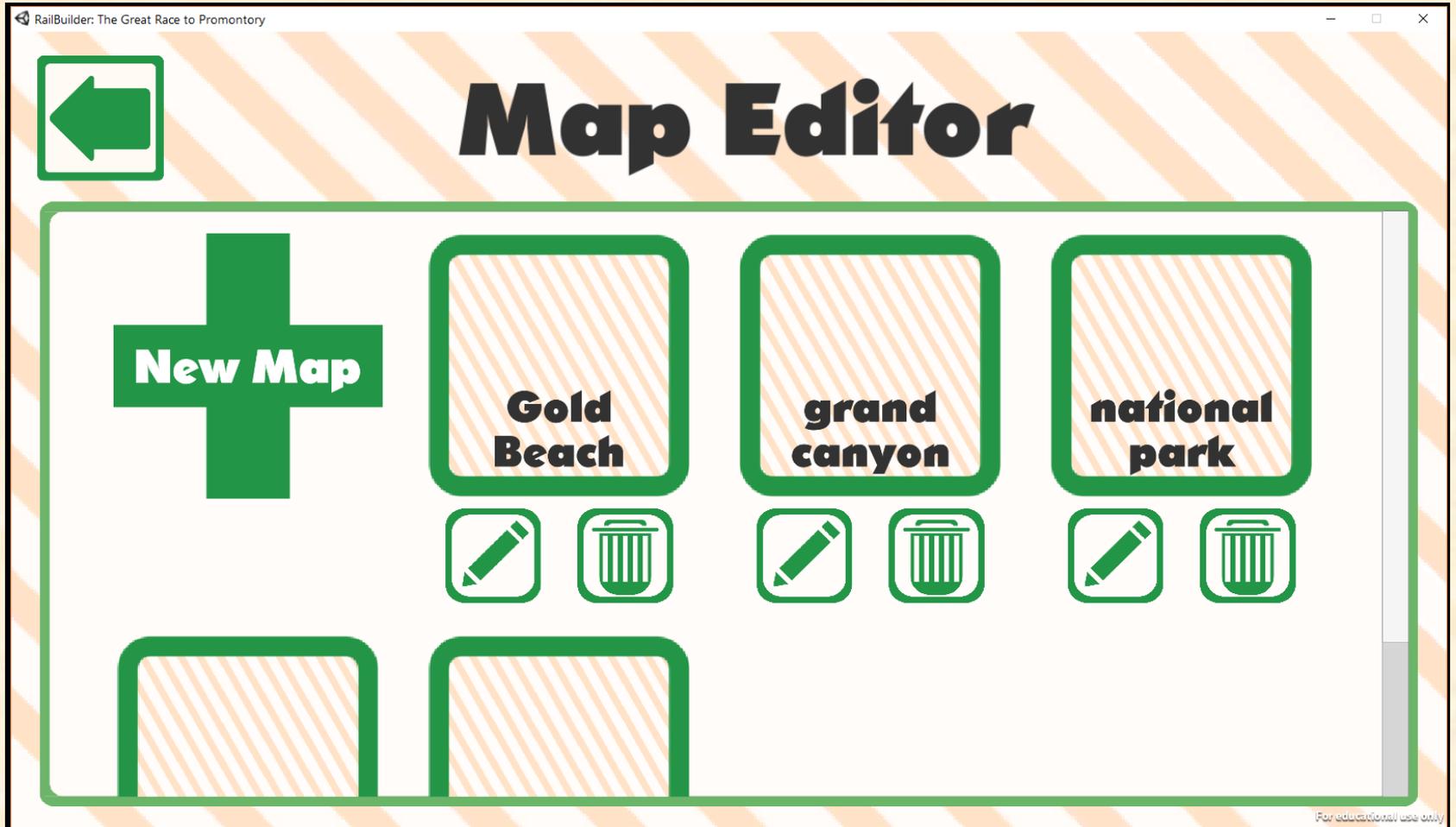
- Simulate real-world environments
 - Topography, soils, water, and vegetation
 - Easy to use interface
 - Provides control for environment piece placement
- Game that showcases this technology
 - Building a railroad between two locations



System Architecture



Map Editor



Map Creator

Name:
Enter Name...

Density: 50

Texture Smoothing: 1

Elevation Smoothing: 5

Latitude **Longitude**

Pin 1: 42.5927 -84.7586

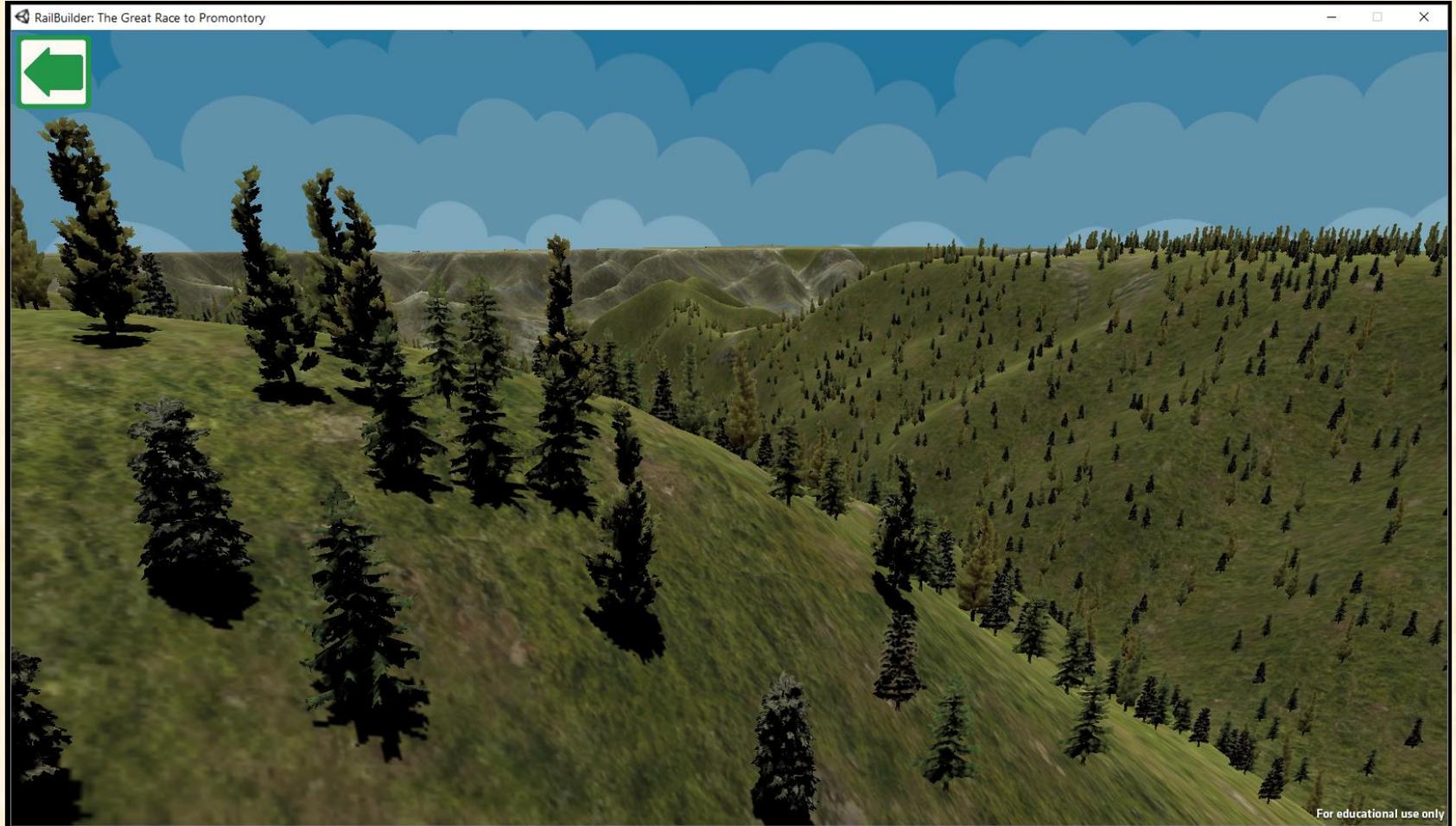
Pin 2: 42.884 -84.3578

Map labels: Lansing, Meridian Charter Township, I-96, I-69, I-127, Le Creek, 8, 1, 2, 3

For educational use only



Realistic Terrain Generation



Game Terrain Generation



What's left to do?

- Project video
- Visual and gameplay polish
- Creating deliverables for our client



Questions?

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