MICHIGAN STATE UNIVERSITY

Alpha Presentation Railroad Arcade

The Capstone Experience Team Union Pacific

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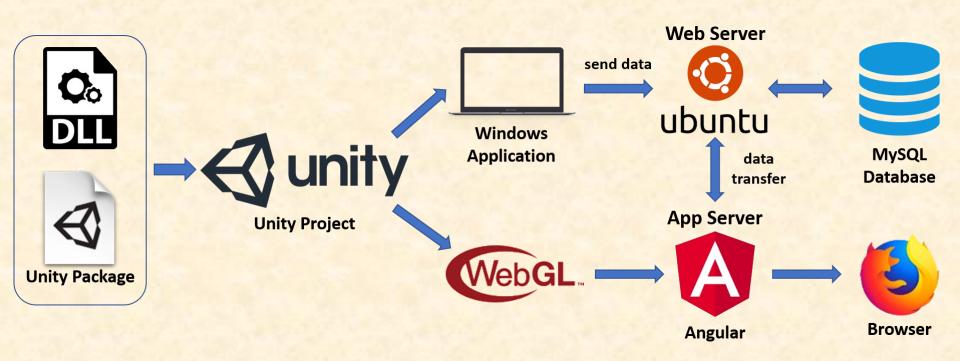


Project Overview

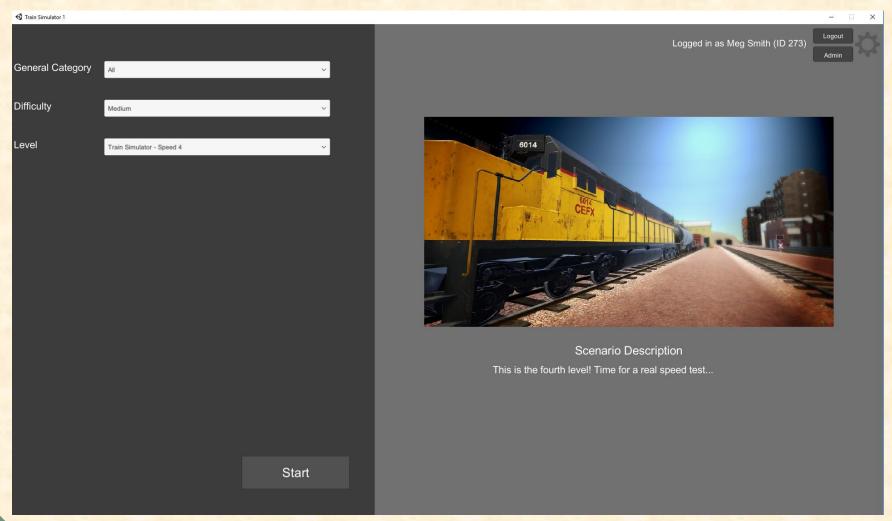
- Build reusable components to reduce game development time
 - Main Menu, Scoring, Login, PDF Generation
 - Different configurations for each
- Simulations available on Windows PC and Web
 - Developed as local application
 - Simplified upload process to web
- Create three or more games to demonstrate reusability and functionality



System Architecture

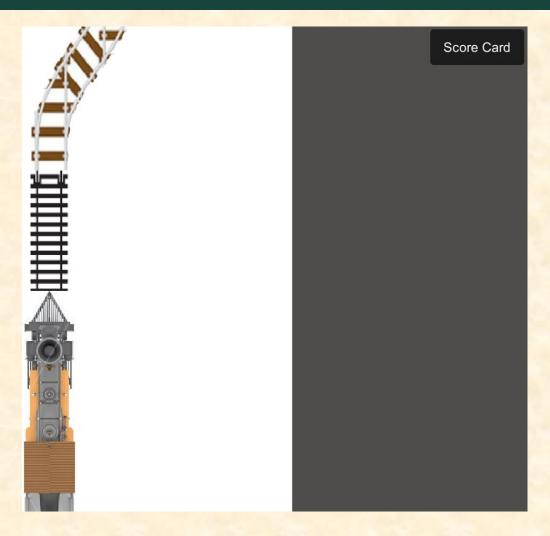


Sample Game - Menu



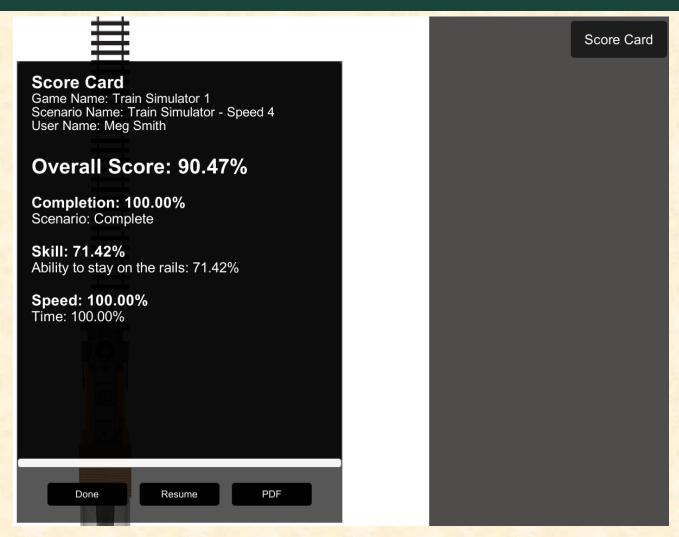


Sample Game - During



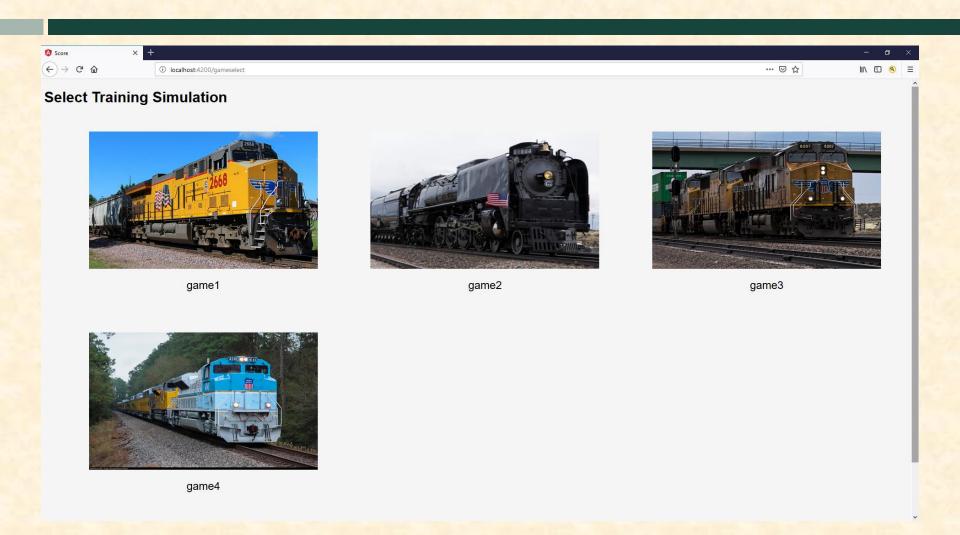


Sample Game - End





Website - Game Selection



What's left to do?

- Create and finalize sample games
 - Use creation to test each reusable component
 - Add additional games if time permits
- Finish the upload portion of the website
 - Increase functionality to outside of local
 - Upload finalized games to display on website
- Improve layout of website
- Restructure scorecard display for website
- Improve scaling and resolution compatibility

Questions?

