

22nd Annual Natural Sciences Academic Festival
Computer Sciences and Computer Engineering Department
Capstone Presentations
Saturday, 7 May 2016, Morken 203

10:00 AM - 10:35 AM **John Doan, Jeremiah Parkhurst**

Trigger Happy: Android Game

Trigger Happy is a 2D sidescrolling platformer Android game developed in C# using the Unity 5 Game Development Environment. Highlights include pizza points, instakill spikes and angry pig projectiles. Our presentation will focus on sprite animation, touch controls and overall game development.

10:40 AM - 11:20 AM **Sean Themar, Joseph Wright, Junhao Zeng**

Android Quadcopter

We have decided to build a drone from scratch, using parts ordered online, and write a smartphone application to control it. We will be using an Arduino as the brain of the quadcopter, as well as some Xbee wireless shields to communicate back and forth between the drone and the app. It will also have a webcam that will send video back to the controller, so the user can see where the drone is being flown.

11:25 AM - 12:00 PM **Steven Bock, Jeoff Villanueva**

Where U At

A messaging application with location sharing, written for iOS devices. These devices will be communicating with a Node.js server.

12:00 PM - 12:30 PM *Complimentary Pizza Lunch*
Morken Center Atrium

1:00 PM - 1:45 PM **Joseph Bowley, Ryan Chynoweth, Timothy Ernst, Elizabeth Maloney**

Hot Potato

This web application, built using Ruby on Rails, allows its users to optimize menu planning by scheduling meals, tracking their ingredients, and automatically populating their grocery list based on needed ingredients.

1:50 PM - 2:20 PM **Jeremy Ravet**

Competitive Analytic Tool (CAT) - Guild Wars 2: World vs World

This project provides a web-interface for players of the game Guild Wars 2 to view and analyze data about the game's competitive mode: World vs World. Data is collected and stored in a database, for the web-interface to use, with a back-end program, which collects data from the game's API (application programming interface).