

STUDENT ACTIVITIES NEWSLETTER

Spring 2013

PROJECT GOAL

To launch a significant extra-curricular project, inspired by student organized initiatives, resulting in an exposure to industry standards, while fostering cohesive inter-departmental interaction between students and faculty.

Interested or have questions?
Contact Us

Shashank Sanjay
Ssanja1@pride.hofstra.edu
Junior, CSC Major

Stephen Spano
Sspano5@pride.hofstra.edu
Sophomore, CSC Major

Simona Doboli
Simona.Doboli@hofstra.edu
CSC Chair

GAMING

We are a group of students that are building a video game to explore the work it entails. As Computer Science majors, we knew that the video game industry is a possible career option that is available to us. This project is extremely valuable to us as we get to experience development in a team setting, use industry standard tools (modeling software and game engines), and explore our interest from a different perspective.

Team

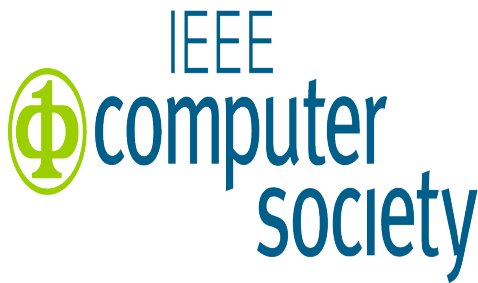
When we were planning the project, it was evident that in order to create a videogame, you need more than just developers. We recruited students from various disciplines to make our game multi-dimensional, through sound, story, and visuals.

Story

The genre of the video game we are developing is strategy/psychological. There were a few reasons for not choosing a generic mass shooter, the most important one was that we wanted to create something that was unique. This is not to say that our game has never been done, but story lines are becoming a peripheral focus with most popular games today. The objective of our game is to overcome fears that we all feel. The player moves from person to person and helps them realize and ultimately overcome their fears, which are physically represented in some way.

FUTURE PLANS

Currently, we are modeling our character and level in 3ds Max, while mapping out the programming involved. By the end of the semester, our goal is to fully design, model, and program the main level in our game. We plan on continuing to develop the game in the summer as well as in the fall semester.



COMPUTER SOCIETY

The students are very excited to introduce the IEEE Computer Society chapter here at Hofstra. The student chapter will allow us access to computer professionals from a variety of fields including gaming, finance, and cyber-security, so that we may explore careers in computer programming. In addition to the guest speakers, the society focuses on developing websites, programs, and mobile applications.