

Project Goals

Create an engine to produce games that incorporate time and location elements into their play.

Time and Space Game Engine

Charlie Harders, Christopher Gibson, Zhilong Yu, and Yuxuan Deng
Advised By: Dr. Peter Jamieson (ECE)



How does it work?

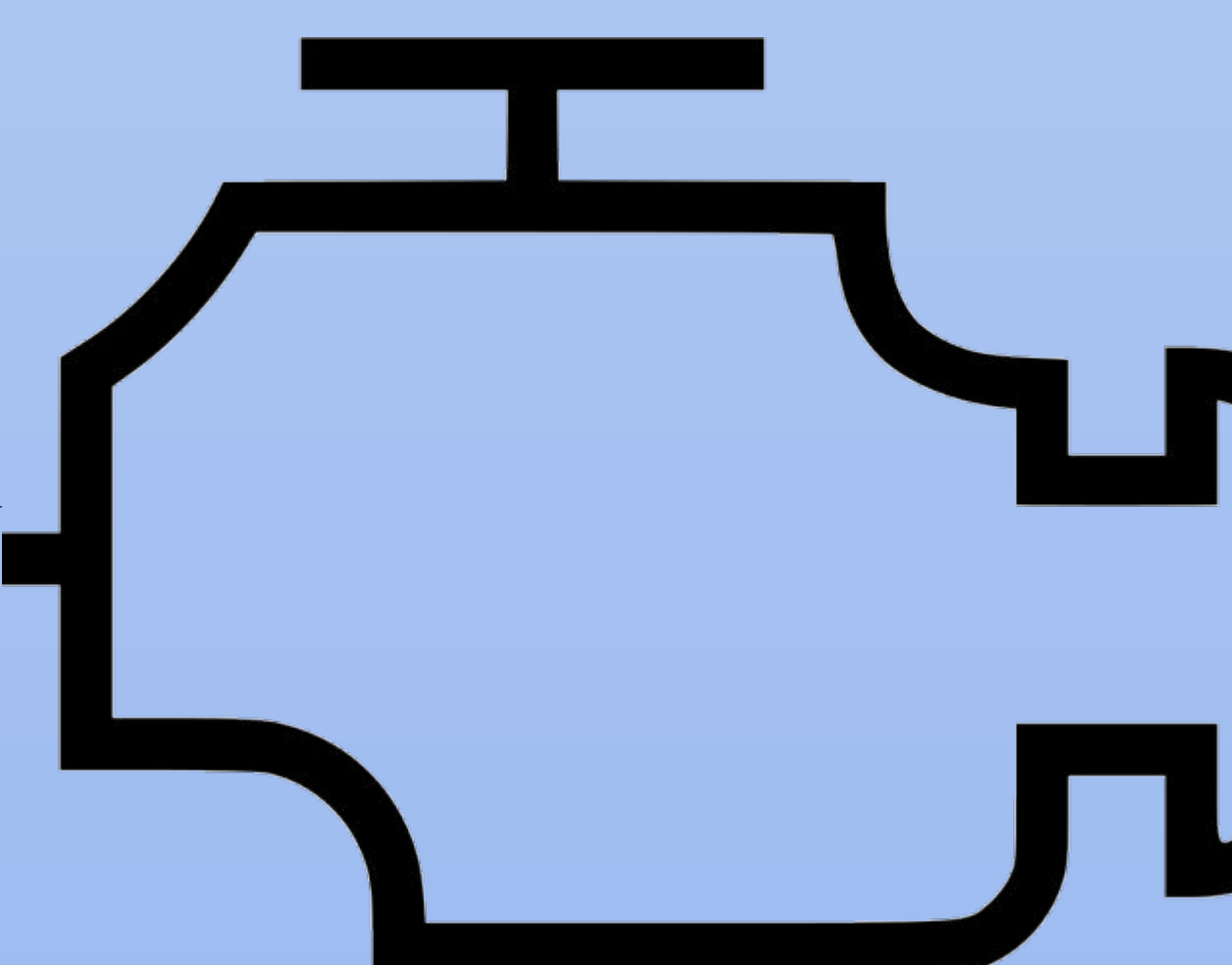
- User inputs data for each location
- Interface generates data readable by algorithm
- Engine algorithm creates game logic from data
- Engine creates webpage with logic added
- User receives finished game files
- Files may be uploaded to wherever user desires

Location/Time Data from User



User Interface

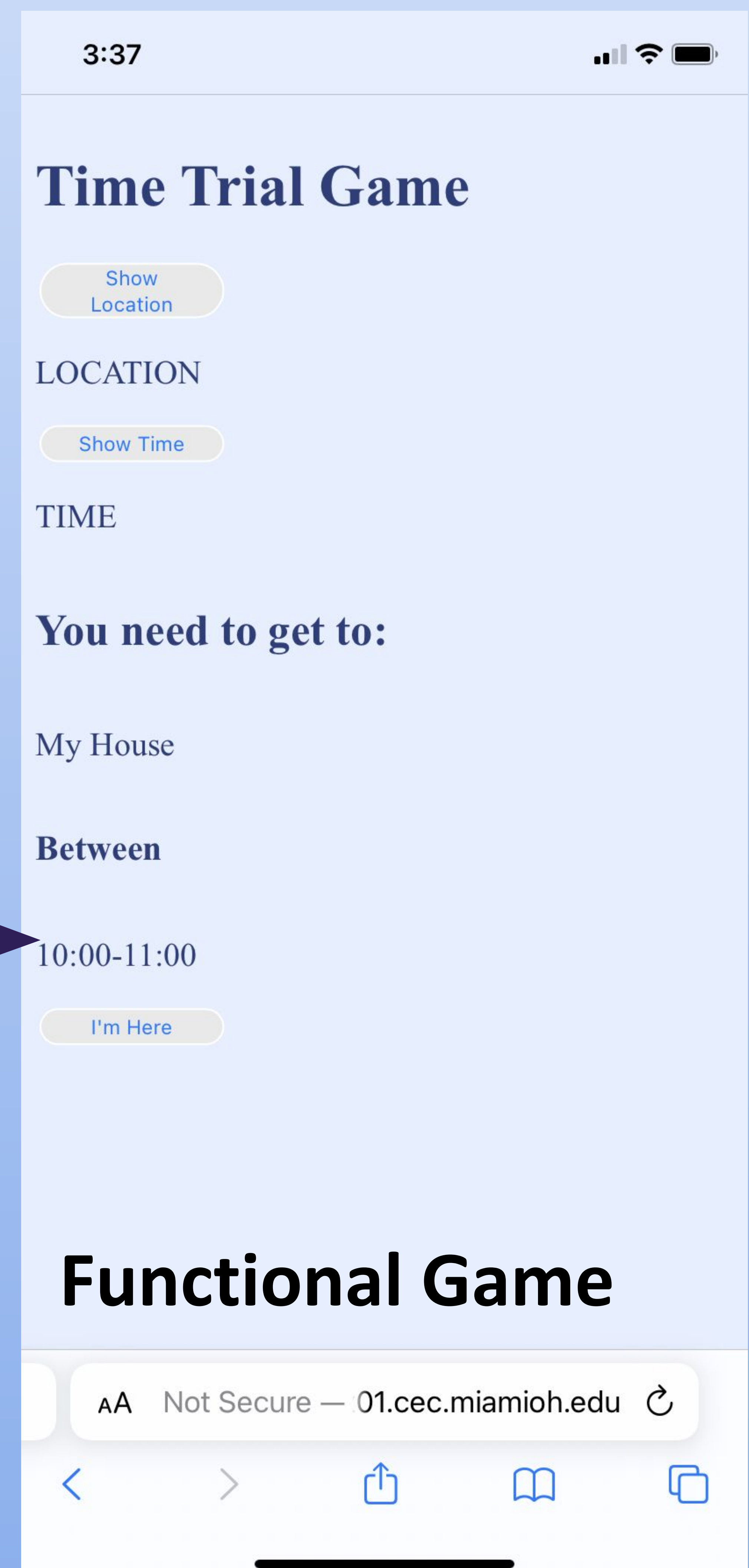
XML File



Engine Algorithm

HTML

**+ JavaScript
+ CSS Files**



Functional Game

What tools?

User interface and algorithm are built as a Java Application
Interface creates XML files to be read by Algorithm

Algorithm uses XML data to generate the game. The game is built through HTML and javascript files as a web application. The Javascript contains all of the logic behind the game, while the HTML file contains all the visual aspects of the game.

Current Results

- Engine can successfully take unique input from the user and create a game
- User can designate logical order of locations
- User can toggle between Time Modes
- Games work on desktop and phone

