

CWSF 2005 - Vancouver, British Columbia



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In the Brain of the Game

Division: Engineering & Computing Sciences

Category: Intermediate

Region: Northwest Saskatchewan

City: Unity, SK

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Abstract: I investigated the process of making video games. With the help of a friend at home (who helped create a few animations) I created a two player fighting game that works without errors. The purpose was to show to the public how video games work.