

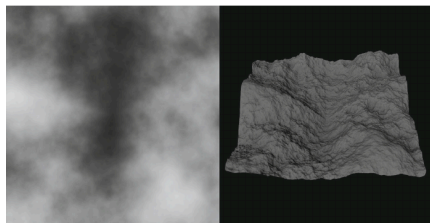
LUC Computer Science Fall 2018 Project Presentations



Campfire

Jeremy Aranguren, Nora Bonifas, Maria Gocal, Linette Maliakal, Janeen Soria

Campfire is a mobile app where a user can find other people in the local area interested in attending the same events with them. The application allows a person to create an account, find events in the area based on their interests, and create an event to organize meet-ups with other people who would want to attend the same thing. It was designed in the hopes of connecting people locally through finding groups interested in the same activities to attend together. Our app uses the Apache Cordova framework with several plugins and APIs.



Paracosm

Luna Celestine

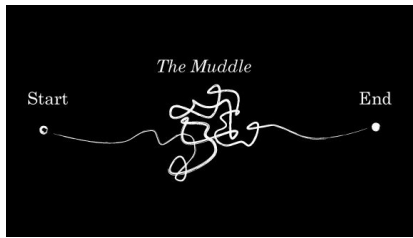
The intent of this project is to explore the use of procedural generation algorithms to generate terrain maps for virtual reality game development. This project consists of a game developed using the Unity game engine and applies the Perlin Noise algorithm to generate the in-game terrain using voxels. Additionally, the game uses the Windows Mixed Reality Toolkit and was developed and tested using a Samsung Odyssey head mounted display



Lucid Game

Brian Turner

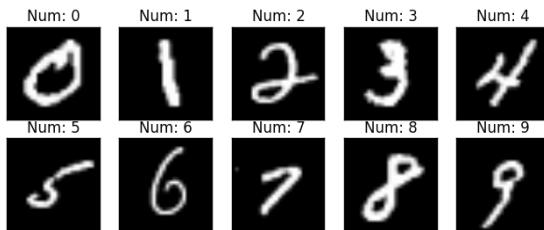
The project is a text adventure about a detective. I wanted to create an open ended experience where players were free to roam around and take on the objectives in whichever way they thought best while at the same time delivering a narrative experience.



Git-ing Control: Versioning Textual and Visual Cultures in the “Techtual” Age

Rebecca Parker, Taylor Brown, George Thiruvathukal

Nothing worth sharing was ever created in a vacuum, yet this illusion of masterpieces appearing out of nothing frames our entire culture. In academia and beyond there seems to be an aversion to letting the rough and messy work before the miracle come to the surface. We, the creators of MUDDLE (a digital lit mag designed to celebrate the messiness of composition), hope to shine a light on this process; to show that it is neither something to be ignored nor feared. In this project, we helped individuals get started with their own forked, MUDDLE repository on GitHub where they are able to version-control their creative works while immersed in a community aimed toward collaboration and peer review. We will explore these connections in our brief end of the year presentation.



MNIST with hand-drawn digits

Allan Miller, Robert Kania, Mykola Demianchuk

Hand-drawn digits classification using a sequential model trained on the MNIST dataset.



Rendezvous

Eric Lymberopoulos, Paul Narup, Patrick Miramontes, Armin Ogorinac, Devin Zayas

Rendezvous is a mobile/client-side application that is designed to alert emergency contacts if a user does not arrive at a specific location within a given amount of time. Not arriving at a user's destination within the given amount of time (with a time grace period) will cause the application to alert an emergency contact that the application user has not checked in. This project is a mashup of various Google APIs on the Apache Cordova mobile application framework.