



Knight Foundation School of Computer & Information Sciences

Spring 2026 Senior Design Project

Query Quest

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PROBLEM

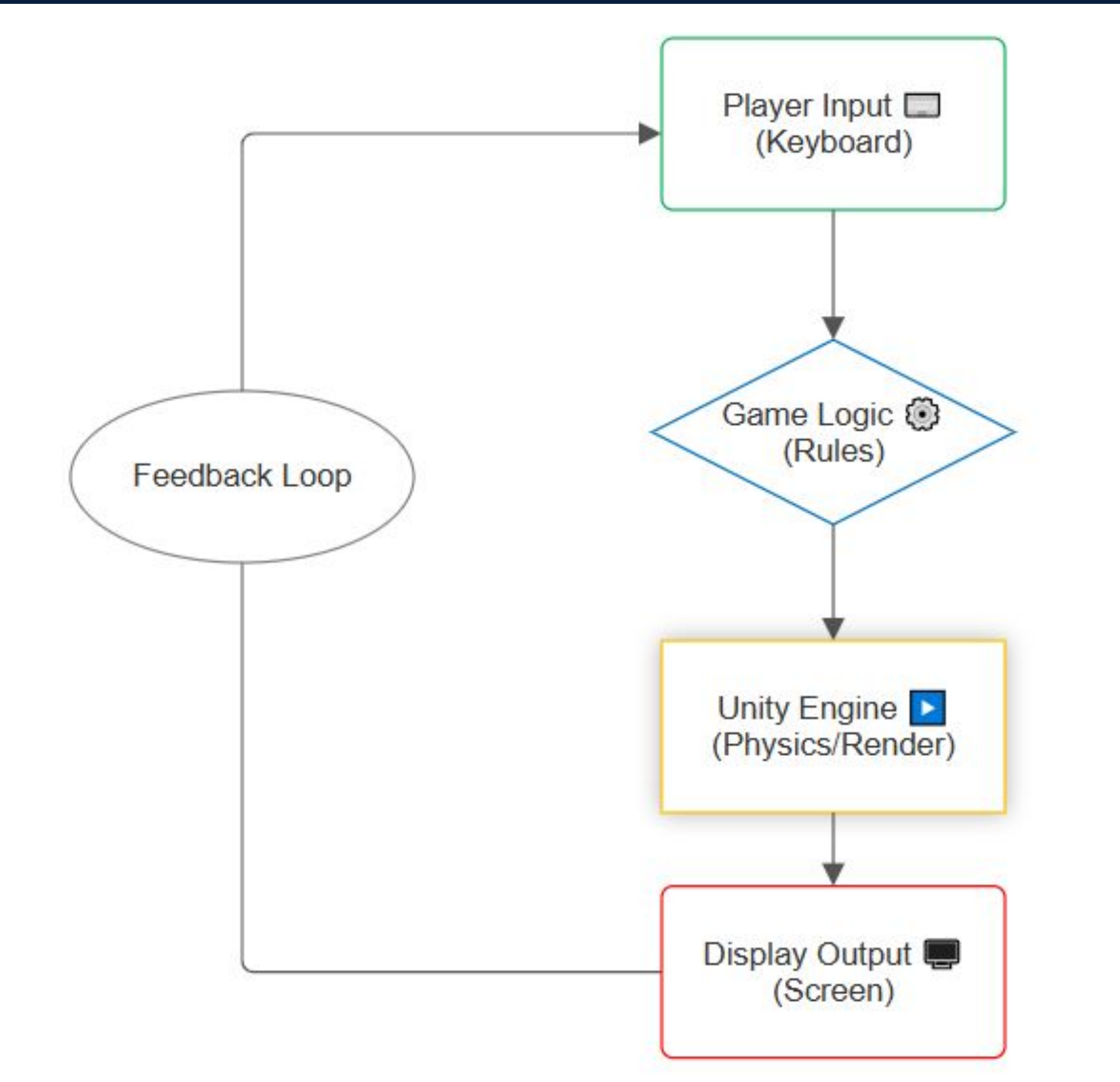
When it comes to teaching younger students or beginners the introduction to programming, there aren't many resources when it comes to SQL and Database Management.

A lot of traditional learning methods are boring and lack interactivity, so teaching a topic barely covered through a video game may make it entertaining as well as educational for the players.

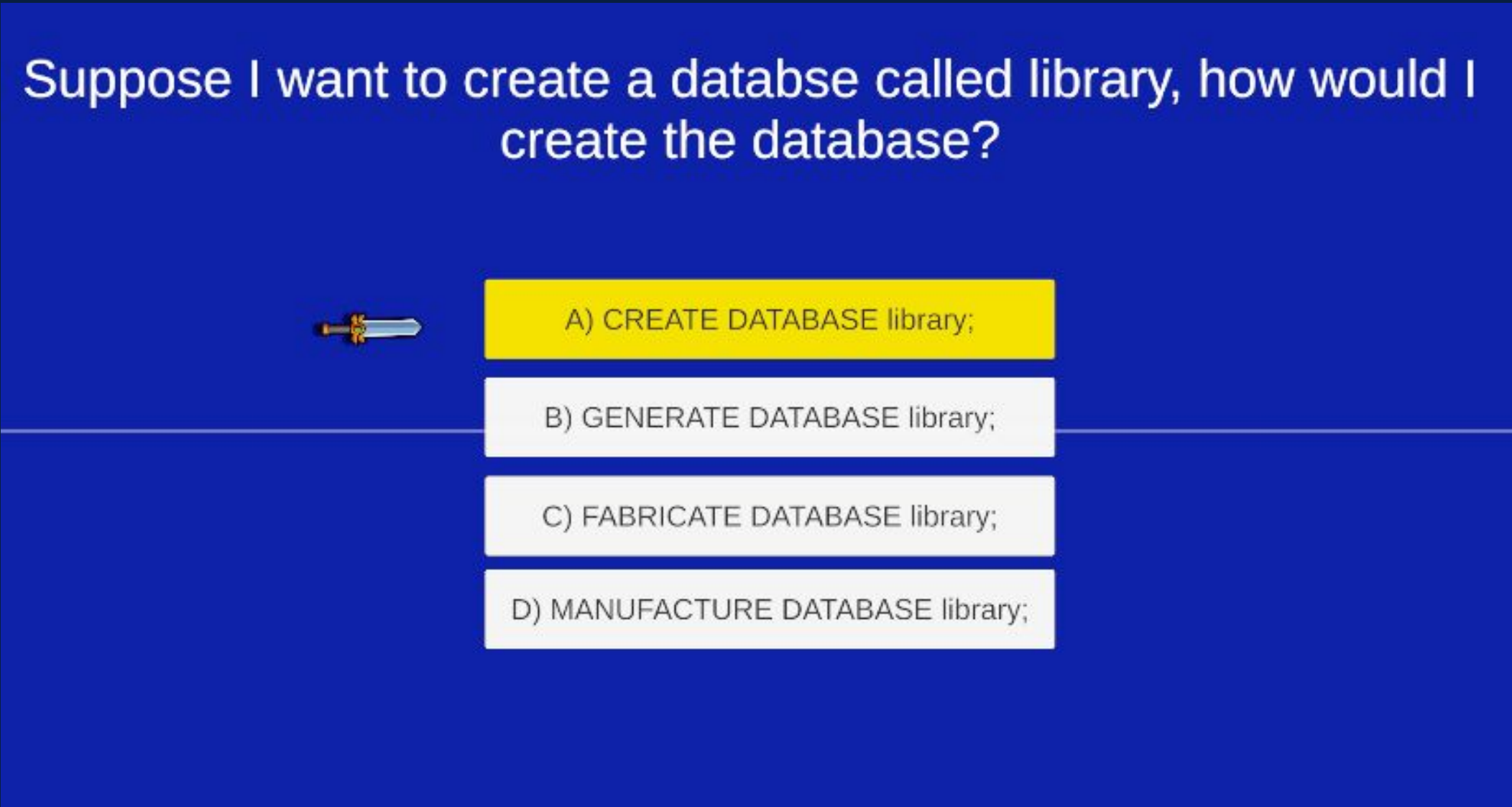
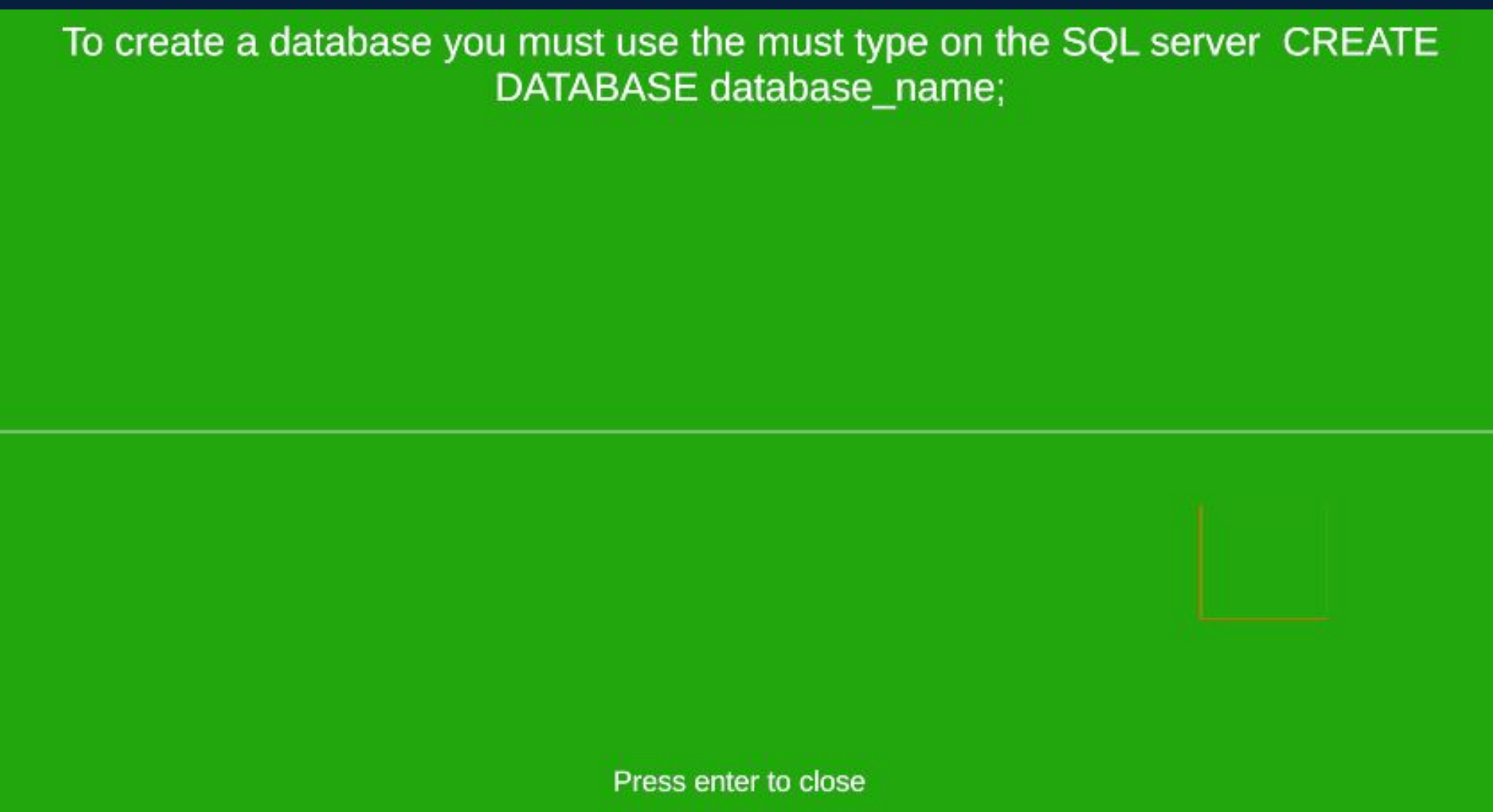
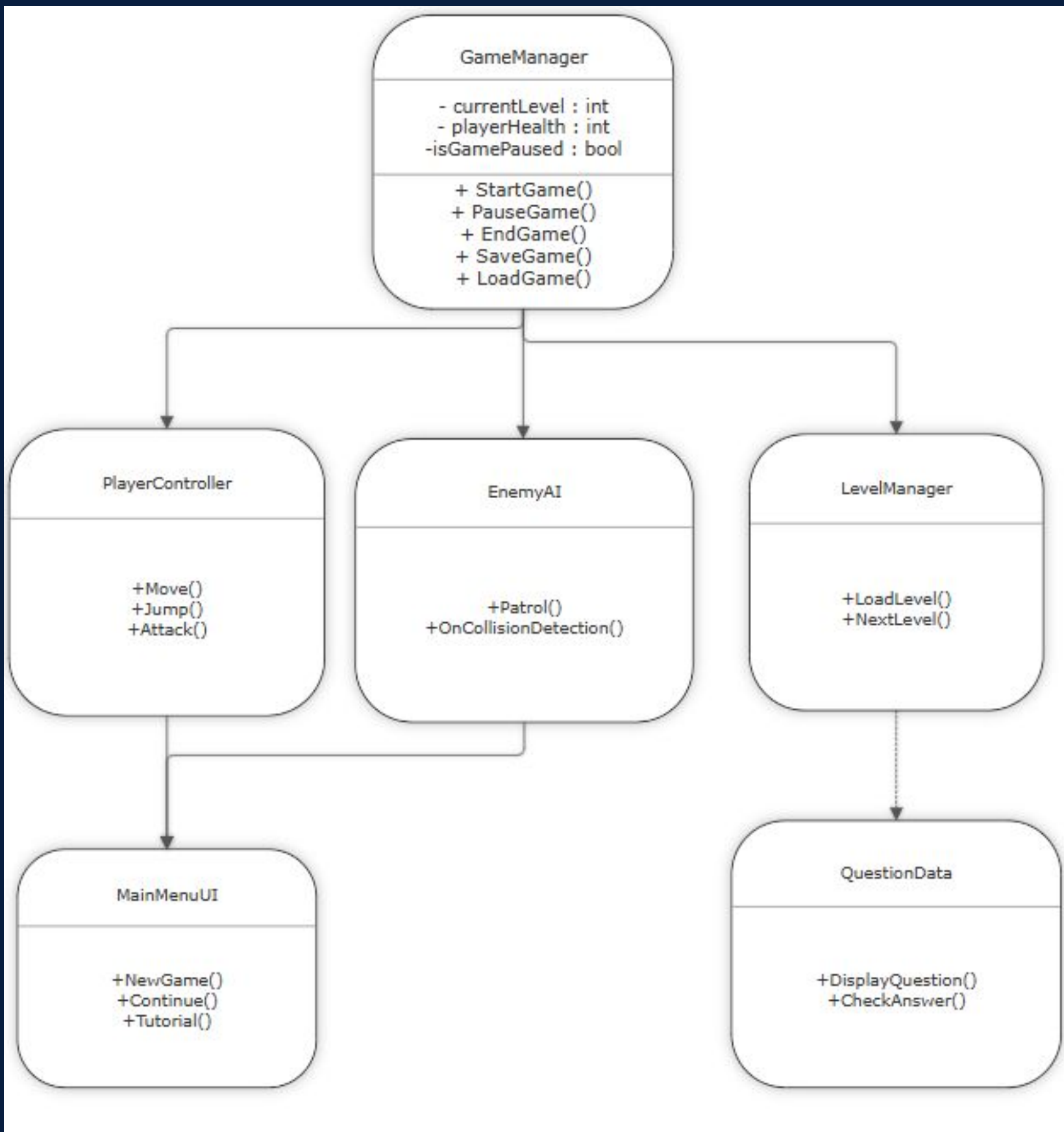
SCREENSHOTS



SYSTEM DESIGN



OBJECT DESIGN



IMPLEMENTATION

Engine: Unity (2D)
Language: C#

Features Implemented:

- Player movement
- Enemy Interactions
- Scene management
- Save/continue button
- UI buttons and Navigation

SUMMARY

Developed a 2D interactive game using Unity that teaches beginners/students how to use SQL and DBMS.

