Forever Hunted (Master Games Studio)
Student team: Sean Forsgren (Project Manager / SCRUM Master), Matt Anderson (Lead Designer / UI Artist), Chris Diller (Level Designer / Sound Designer), David Lewis (Tech Lead), Jamie King (Game Engineer), Robert Lamb (Game Engineer), Ryan Bown (Art Lead / Environmental Artist), Greg Bernini (3D Artist / Character Modeler), Jon Powell (3D Artist / Rigger / Animator)
One-line description: An adrenaline-soaked, heart-pounding distillation of the experience of being hunted. It’s Pac-Man(tm) meets Silent Hill(tm) in a first person perspective.

Minions! (Capstone)
Student team: Michelle MacArt, Daniel Priestly, Jordan Bulkley, Mike Bradley, Colter Haycock, Shane Bartlett, Elvir Tatarevic, Randy Chap, Hisham Djobo, Tyler Hamill
One-line description: Minions! is a mission-based twin-stick shooter that can be played from both Top-Down and Third-Person perspectives.

Mr. Gravity (Capstone)
Student team: Nate Bradford (CS), Tyler Robinson (CS), Lukas Black (Film), Kamron Egan (CS), Curtis Taylor (CS), Jeremy Heintz (CS), Casey Spencer (CS), Steven Doxey (Film), Morgan Reynolds (CS)
One-line description: Mr Gravity is a puzzle platformer game in which the player controls gravity rather than the character to solve the puzzles.

The Last Podfighter (Capstone)
Student team: Charles Mimnaugh (Film), James Brinkerhoff (CS), Felix Lau (CS), Brandon Rees (Film), Wilson Bateman (CS), Jason Thummel (CS), Pace Sims (CS), Daniel Nelson (CS), Christian Munoz (Film), CP Clausen (Film)
One-line description: Fight your way through waves of ships in this 3D arcade style space shooter!

Tilt’s Robot Pinball Attack (Master Games Studio)
Student team: Kurt Coppersmith (Managing Producer), Jordan Wilcken (Producer), Alexander Johnstone (Designer), Brandon Davies (Lead Programmer), Adam Ellis (Programmer), Wade Paterson (Programmer), Michael Taylor (Programmer), Betina Tin (Lead Artist / Animator), Eugenia Hernandez (World Building), Laura Warner (Animator / UI)
One-line description: Take control of a pinball table from the inside.
CS 1410 & CS 2420

Pac-Man Revisted (CS2420)
Student team: Dan Beck and Wendy Chidester
One-line description: A recreation of the classic arcade game Pac-Man

Panic Jungle/Bombs 3D (CS2420)
Student team: Samuel Sweet and Robert Jungert
One-line description: Two in one fun! A 2D platformer in the style of the mid-early 80's arcade games, deriving slight inspiration from Pitfall. Also presented is an arcade style 3D shooting game involving targets and bombs.

Virus (CS1410)
Student team: AJ Ardovino and Kyle Ray
One-line description: Virus is a version of Asteroids built in Actionscript 3 and with some new twists. Help the immune system fend off assorted viruses and bacteria with your spaceship. Lasers, missiles, and an anti-bacterial forcefield are all at your disposal.

Frogger Revisted (CS1410)
Student team: Tigran Mnatsakanyan
One-line description: A remake of the classic arcade game “Frogger” using Actionscript 3.

Star Navigator (CS1410)
Student team: Andrea Smith
One-line description: Star Navigator and is a maze game set in space. The player is the yellow circle, and you navigate through a minefield of asteroids to the safe zone (the green circle). Aliens are chasing you (red circles), and the longer it takes you to the safe zone, the more accurate they become at coming after you.

Texas Hold’Em (CS1410)
Student team: Ryan Schmidt
One-line description: My lab partner and I recreated a Vegas-style poker table and wrote a game with a dealer and a hand checker.

Ballpit and Tetris (CS1410)
Student team: Ari Ferro

Tetris Revisted (CS1410)
Student team: Isaac Wood and Frank Sasto
One-line description: The classic Tetris game we all know given a new sleek look and extras that gives the game more depth. We apply all the classic rules of Tetris and even the more modern rules which include deletion that drops separate squares.

Boom Boom Pow (CS1410)
Student team: Ross Marabella
One-line description: A simple keyboard music game where the player matches the beat of the song to a keyboard key prompt. Made in actionscript 3 last semester.

Space (CS1410)
Student team: Earl Kirkland
One-line description: 3D game/Space Invaders Space Ship that rotates as it goes up and down the ship will destroy if you get hit Power ups if you hit the green ones if you get a powerup, you upgrade your weapon Restart Button fire on the ship will be bigger if you go right and less if you got left rocks, barriers and creatures will be destroyed if you hit it creatures will go faster then rocks, and it shakes like creatures do Artistic: creatures, barriers, ship and rocks where all made by us. So was the stars.

Infinite Legion (CS1410)
Student team: Michael Wilson
One-line description: A space invaders type of game.

Tanks (CS2420)
Student team: Tyler Rasmussen
One-line description: 3D Tank Game.

FILM 3720

Mt. Dew Racing – Commercial
Produced by EAE:MGS students: Sean Forsgren, Chris Diller
Student team: Jeff Knapp, Nick Rasband, Russell Bloodmaile, Alice Owens, John Nielsen, Mike Bradley, Ben Turner (* special thanks to Christian Munoz for additional art)
One-line description: This race/combat game focuses on informing the player about the many flavors of Mt. Dew that exist.

Skin Cancer – Medical
Produced by EAE:MGS students: Matt Anderson, Jordan Wilcken
Student team: Rielly Maxfield, Tom Clark, Ryan Behshad, Spencer Davis, Sarah Ripley, Pace Sims, Morgan Reynolds
One-line description: This platformer game is a fun way to inform the player of the dangers of exposing themselves to the sun’s rays for an extended period of time.

Object-Oriented – Educational
Produced by EAE:MGS students: Kurt Coppersmith, Alex Johnstone
Student team: Landon Mann, Garrett Allen, Wilson Bateman, Nick Hamberlin, Charles Mimnaugh, Christian Munoz
One-line description: This unique side-scrolling game is used to help promote/educate people on object-oriented programming and how to program simple actions within it.

Modeling 3D animated characters
(CS 5964 – Digital Figure Sculpting & CS5969 – Advanced 3D Character Modeling)

Students showing their 3D character models:
Nicole Story, Ashlee Rencher, and Andrew Doxon