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.