

"Best Overall Design"

CSE 4285 Game Design Final Showcase Competition

Florida Institute of Technology (FIT)

Professor: Dr. Kay Michel ("Dr. K") May 6, 2020

Team Game Designers: Todd St. Onge (Lead), Jordan Arevalos, Jinyang Dong, Alsalt Al-Fahdi, Homero Garza, Abdul Al-Sabri





"Best Immersive Design"

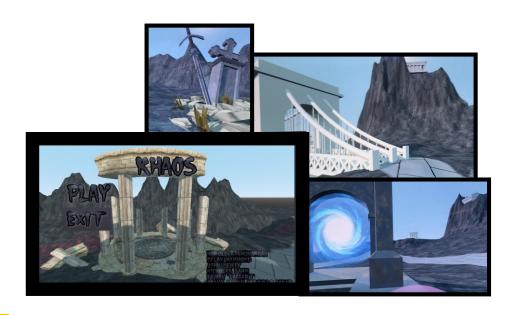
CSE 4285 Game Design Final Showcase Competition

Florida Institute of Technology (FIT)

Professor: Dr. Kay Michel ("Dr. K") May 6, 2020

Team Game Designers: Edouard Gruyters (Lead), Brandon DuPree, Austin Gaudio, Anton Godez, Brian Massino, Bailey Hamant





"Best Story Design"

CSE 4285 Game Design Final Showcase Competition

Florida Institute of Technology (FIT)

Professor: Dr. Kay Michel ("Dr. K") May 6, 2020

Team Game Designers:

Harold Raghunandan (Lead), John Dewey, Dylan Hammond, Nicholas Sahm, Ethan Taggart





"Best Gameplay Design"

CSE 4285 Game Design Final Showcase Competition

Florida Institute of Technology (FIT)

Professor: Dr. Kay Michel ("Dr. K") May 6, 2020

Team Game Designers: Phi Duong (Lead), Joseph Ackerman, Michelle Arubi, Isaac Miller



CONGRATULATIONS ON ALL YOUR HARD WORK!



"Best Creative Design"

CSE 4285 Game Design Final Showcase Competition

Florida Institute of Technology (FIT)

Professor: Dr. Kay Michel ("Dr. K") May 6, 2020

Team Game Designers:

Ian Swire (Lead), Jason Myre, Bryan Portieles, Brandon Sawyer, James Spies, Calvin Williams



CONGRATULATIONS ON ALL YOUR HARD WORK!