



“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

FLORIDA TECH



Prototyped ALL design elements:

- Creative concept
- Meets requirements
- Good immersion
- Good game balance
- Fun gameplay or story
- High fidelity 3D assets
- Strong team effort

CONGRATULATIONS ON ALL YOUR HARD WORK!



“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



Prototyped design elements:

- Creative concept
- Meets requirements
- Good immersion
- Good game balance
- Fun gameplay or story
- Strong team effort

CONGRATULATIONS ON ALL YOUR HARD WORK!



“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

 **FLORIDA TECH**



Prototyped design elements:

- Creative concept
- Good immersion
- Good game balance
- Fun gameplay or story
- High fidelity 3D assets
- Strong team effort

CONGRATULATIONS ON ALL YOUR HARD WORK!



“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



Prototyped design elements:

- Creative concept
- Good immersion
- Good game balance
- Fun gameplay or story
- High fidelity 3D assets
- Strong team effort

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



Prototyped design elements:

- Creative concept
- Meets requirements
- Good immersion
- Good game balance
- Fun gameplay or story
- Strong team effort

CONGRATULATIONS ON ALL YOUR HARD WORK!