2025

GaIM Undergraduate Showcase

Student Projects from the 2024–2025 Academic Year

Featuring Capstone Games from the Game Design Workshop Courses and Standout Projects from Across the GaIM Curriculum

Presented by the Games & Interactive Media Program at the University of Central Florida

Showcase held on April 8, 2025 | eBook compiled by Madeline Davis

INTRODUCTION

This digital collection highlights the outstanding work presented by students in UCF's Games & Interactive Media – Game Design track, created during the 2024–2025 academic year. Featured here are 14 capstone games developed by Game Design Workshop teams, alongside 11 additional standout projects from courses such as Level Design, Game Production, Casual Games, and 3D Modeling.

The GaIM Undergraduate Showcase was designed not only to celebrate student work, but also to serve as a platform for community connection, peer feedback, and public presentation. This year's event welcomed over 300 attendees, including students, alumni, faculty, and industry professionals. Projects were shared through gameplay stations, promotional tables, spotlight presentations, and live demos.

This eBook serves as a lasting record of that showcase. On the following pages, you'll find each featured project, along with descriptions, team credits, and links to experience the games yourself. Whether you joined us in person or are exploring from afar, we hope you enjoy this glimpse into the future of game design at UCF.

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Game Design Workshop Projects

Over the course of an academic year (Fall to Spring), students in the Game Design Workshop capstone course work in teams structured as mini game development studios to conceptualize, prototype, and fully develop original games. These projects represent the culmination of their studies in the Games & Interactive Media program—bringing together skills in design, art, programming, production, and storytelling. The games featured in this section were presented during the 2025 GaIM Undergraduate Showcase as the final milestone of their undergraduate experience.

Frest
Dart Frog Studios

CREDITS

Zachary Poynor - Creative Director & Level Designer
Carlos Silva - Producer
Braeden Susi - Programming Lead
Christine Farnham - Art Lead & 2D Artist
Jeremy Myers - Technical Design Lead
Riley Patterson - Level Designer
Ryan Hazelton - Gameplay & UI Programmer
Austin Frunk - Systems Designer
Jack Barnes - VFX Artist
Alex Gheorghiou - 3D Artist
Emily Karcher - 3D Artist
Justin Strum - 3D Artist
**Spencer Williams** - Technical Animator

Unravel a forgotten world. Discover your power. Decide its fate.
When Riley stumbles across a mysterious portal in her backyard, she's transported to Nekojima—a mystical world teetering on the edge of collapse. Inhabited by feline-like beings called Cates. The peaceful land is now ruled by three tyrannical World Lords. Guided by a strange talking frog named Ben, Riley must fight to restore balance, uncover the truth, and find a way back home.

Traverse, Collect and Explore!
In the mysterious world of Frest, harness your newfound agility to navigate perilous platforms and uncover hidden pages that slowly reveal the secrets of a world lost to time.
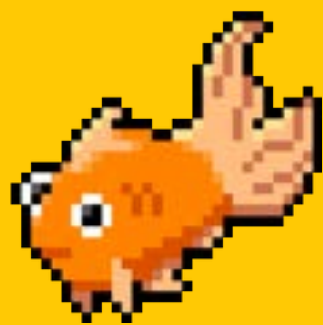
Good Catch!
Reel Devs

CREDITS

Ashton Adkins - Producer & Level Designer
Alfred Ramirez - Creative Director & Level Designer
Leo Levain - Lead Programmer
Nicolas Spohn - Programmer
Andrew Bryant - Lead Artist
Ana Jimenez - Monster Artist
Jordan Wildman - Environmental Artist
Logan Smith - UI Artist
Christopher Turner - Lead Designer

Good Catch! is a turn-based RPG monster tamer game based around fishing!

After a devastating attack from the Leviathan wipes out the crew, Emma finds herself the only one alive, stranded on an island. Saved by the other locals also trapped by the beast, Emma is determined to free herself and the rest of the archipelago.

Play as Emma to study, fight, and catch monsters scattered around the archipelago. Explore the different island regions and their unique monsters! Journey through a series of quests for rewards! Build a team that can finally end the torment from the Leviathan!
- 20+ unique monsters!
- 3 different islands to explore!
- An in-depth turn-based combat system!
- A plethora of NPCs and quests!

GRIMWAR
Bookwyrm

CREDITS

Caden Peterson - Producer, 3D Artist & Composer
Ema Purmensky - Assistant Producer & 3D Artist
Jimmie Floyd - Creative Director & Lead 3D Artist
Reid Handler - 3D Artist
Alexander Quay - Concept Artist
Alexist Ibanez - 2D Artist
Carson Moon - Lead Programmer
William Harper - Programmer
Sheikh Islam - Lead VFX Designer
Max Martinez - Lead Level Designer
Dante Ciasca - Level Designer
Dan Trinh - Level Designer
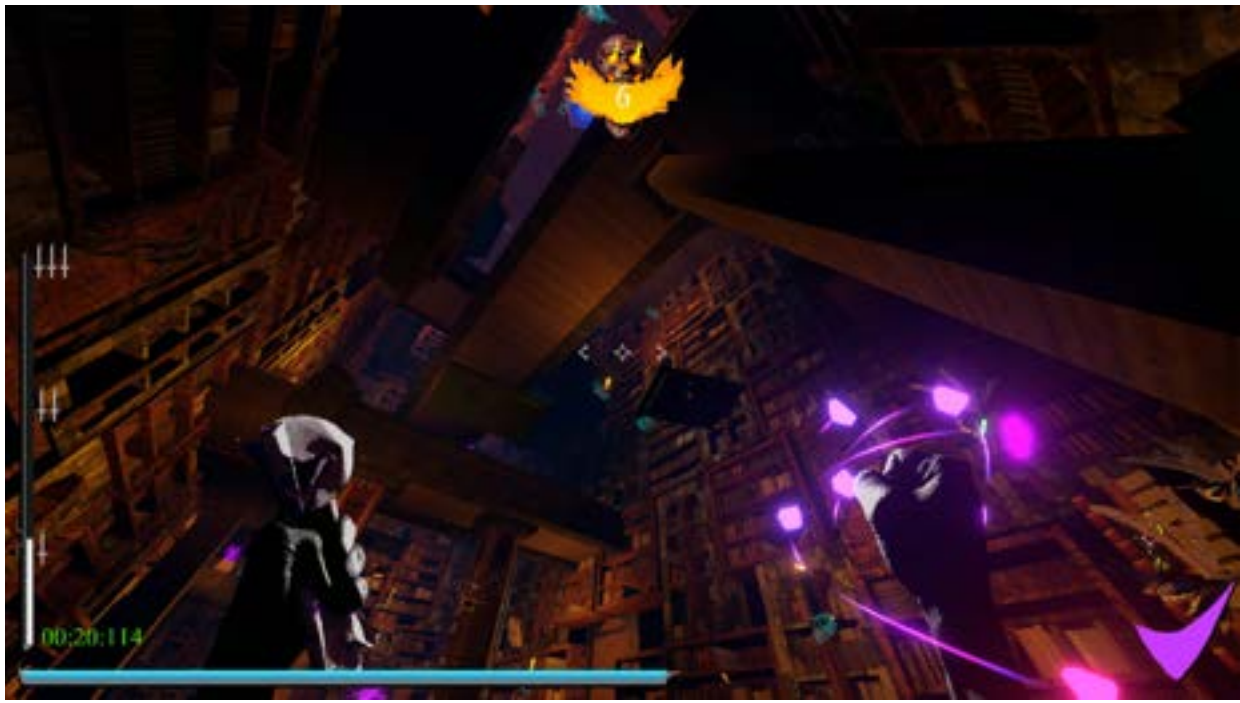
THE ARCHMAGE IS DEAD. THE GRIMWAR IS FREE. MANA IS FLEETING.

GRIMWAR is a fast-paced platform shooter with an emphasis on movement, playstyle customization, and low-poly graphics.

You are the THAUMATURGE, a spellcaster trapped in the ancient and feared GRIMWAR. When the Archmage succumbs to the power of the tomb, you are freed, only to find yourself trapped within his dark tower.

Using an arsenal of deadly spells strewn across twisting passages, you must escape the tower and defeat the GRIMWAR -- fighting your way through waves of enemies and wall-running across obstacles.

- Use 4 Different Spells to traverse the tower, with each featuring 2 unique casting options.
- Fight your way through 4 Different Enemies and their variations throughout.
- Jump, Slide, and Wall-Run across challenging platforms.
- Explore 3 Different Levels of the tower
- Test your skills in the never-ending Arena mode, with 3 unique maps.

Unity

Path of Light
Luminary Studios

CREDITS

Astraea Schrenk - Producer
Brianna Duffey - Creative Director
Ashley Mendez - Level Design Lead
Cole Haugaard - Tech Lead
Kyle Chen - Art Lead
JT Abeleda - 2D Artist
Amy Bryant - Technical Artist
Alexander Corliss - Programmer & Designer
Michael Doctor - Level Designer & Tech Designer
Marcus Flores - Character Artist & Animator
Michael Foraker - Programmer & Tech Designer
Austin Marmie - Prop Artist
Nicholas Trabulsi - Character Artist & Animator
Erin Willie - Environment & Prop Artist
Javon Woodson - Programmer

Path of Light is a stealth adventure game following the journey of Lumi, a little robot seeking to reclaim his town's stolen light. Escape enemies, solve puzzles, and navigate obstacles to ascend the Forgotten Chapel.

Unlock Abilities
As Lumi progresses upwards through the Forgotten Chapel, he unlocks a total of four unique abilities to aid in his escape.

Venture into Light
Explore four shadowy levels, each with a unique theme and new threats for Lumi to evade.

Uncover History
Remnants of the world's past are scattered around the Chapel, find them to learn about the past and present inhabitants of this darkened place.
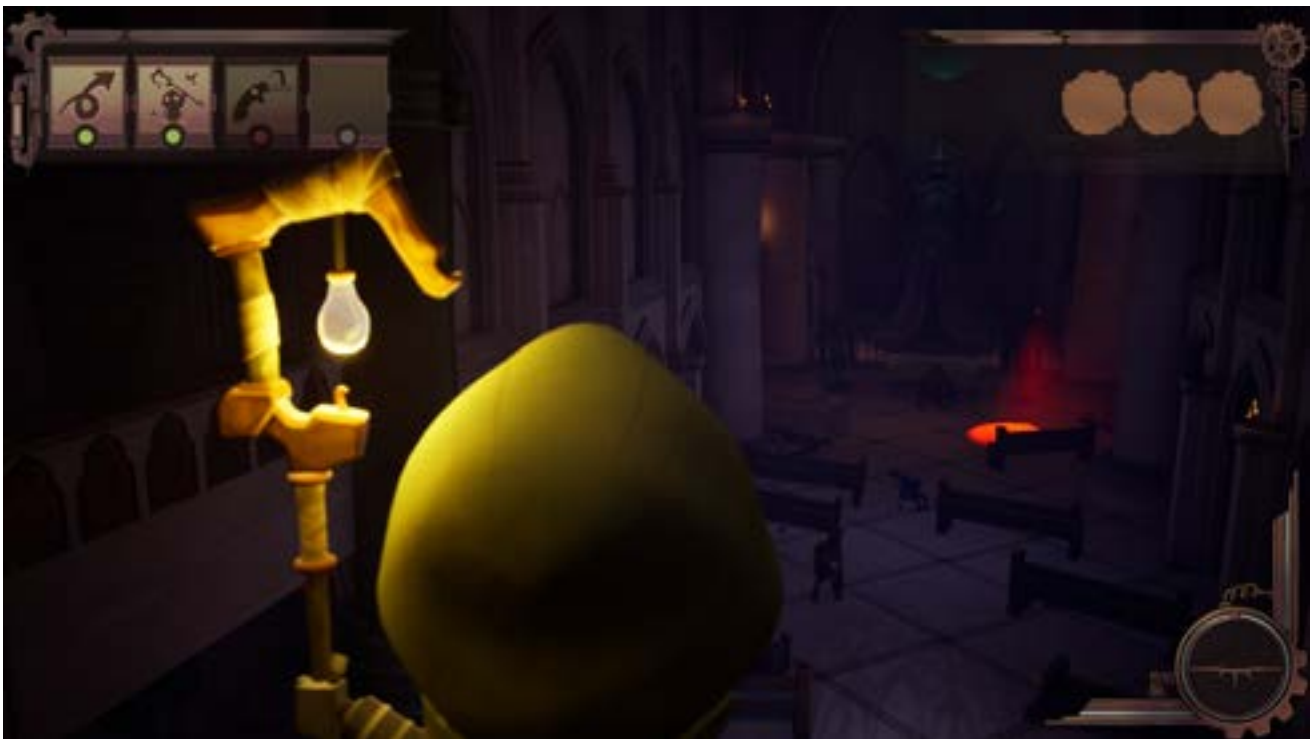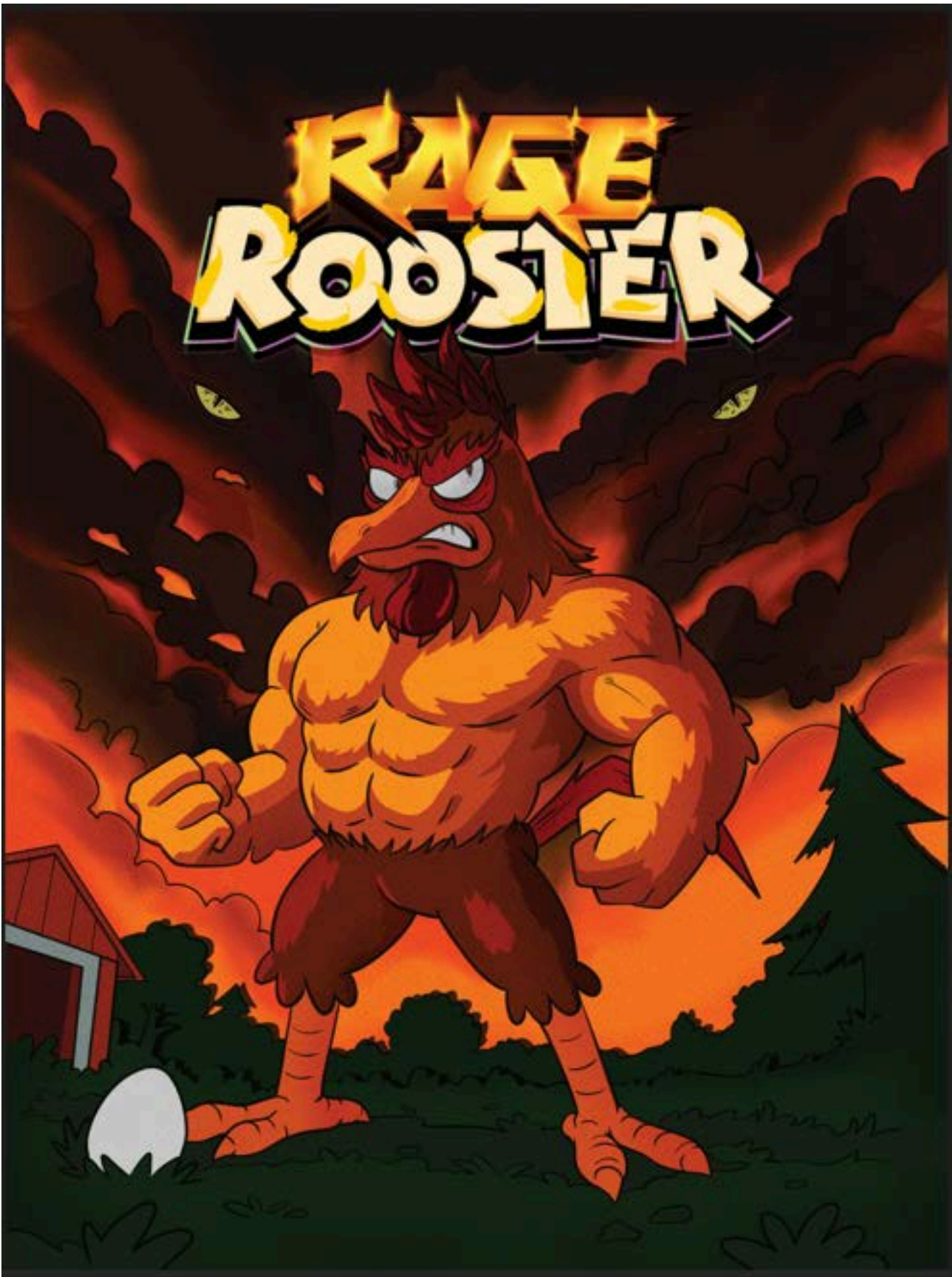
Rage Rooster
Game Hutch

CREDITS

Kyle Leedy - Creative Director
Wade Howard - Producer
Jonathan Soirilus - Co-Producer
Jacob Dryer - Lead Tech Designer
Carl Browne - Lead Programmer
Robert Guzman- Programmer & 2D artist
Raí Erwin - Programmer
Christopher McCourt - Design Lead
Rocio Saavedra - Level Designer
Alec Prestoza - Level Designer
Zoran Diaz - Lead Artist
Victor Aldana - 3D and VFX Artist
Gage Schroeder - 3D Artist
Alex Betros - Environment & Texture Artist
Riley Bottesch - Environment & Texture Artist
Andrew Sealing - 3D Artist
Max Willis - 3D Artist
Joe Lin - Character Artist & Animator
Josep Pratts - Sound Designer
Christopher Adepoju - Lead Sound Designer

Get ready to punch chicken-nabbing aliens into the stratosphere!

Rage Rooster - A wacky beat 'em up with eggsplosive style! Roam, Rescue, Rumble! Explore twisted levels, unlock wild abilities, and wield an army of hens in this slapstick action-platformer!

- 4 twisted biomes from barnyards to burning peaks
- An ever-expanding moveset for both traversal and combat!
- Dynamic combo system with flavor text rewards
- Collectible hens become wieldable rifles with egg-based firepower
- Fully interconnected map with intuitive backtracking
- Pummel aliens and take their lunch money

Slam, spin, and juggle your way through relentless invaders! Area-of-effect butt slams Precision Eggshot ranged attacks Charging, speed-based headbutts Mid-air enemy juggling chains.
Rescue Hens and Power Up!

Fan Favorite: "Eggshot Mayhem Mode Engaged!!"

Unity

Realm Runner
Sky Stride Studios

CREDITS

Kyle Desjarlais - Creative Director
Jess Harrison - Producer
Chandler Crum - Lead Artist & Environment Artist
Peyton Tull - Lead Programmer & Tech Designer
Isaiah Maeztu - Lead Designer
Matthew Cabrera - Lead Sound Designer, Level Designer & Narrative Director
Liz Thompson - Gameplay & UI Programmer
Jan Wilkes Rodrigues - UI Programmer
Domenico Vega - Level Designer
Javon Green - Sound Designer
Cory Smith - Tech Artist, Character Artist & Animator
Caio Simonetta - Prop Artist
Richard Michael Estocapio - Prop & Character Artist
Kelly Diaz-Acosta - 2D & UI Artist
Connor Jarvis-Ruble - Lighting Artist
Anthony Caruso - Programmer
Kevin Williams - Level Designer
William Kidwell - Prop Artist
Chelle Radcliffe - Voice Actor & Narrative Writer

Realm Runner is a 3D fast paced action platformer starring Astro Eskii Dawdle, a competitor in the multiversal game show titled the Microcosm Marathon. Take advantage of Astro's full squid-like arsenal of ability to blast through levels at high speed.

Engaging Levels
Each level in Realm Runner has multiple different ways to traverse and tackle their obstacles, leading to new paths being discovered every playthrough.

Customizable Ability Set
Purchase items that will enhance Astro's abilities or grant him entirely new ones! Be selective on what items you will take and build craft, as you can only select up to two to bring into each level...

Skill Check Challenges
Visit The Boss to add new terms to your competitor contract and complete challenges in different levels. Ranging from collection challenges to time trials!

UNREAL ENGINE

Reel Run
Stardust Studios

CREDITS

Brayan Soto - Creative Director & Level Designer
Jackson Sommer - Producer & Level Designer
Andrew Swanstrom - Lead Designer & Lighting Artist
Tori Hong - Lead Artist
Trinity Peters - Animator
Maya Rachels - UI Artist & Technical Artist
Matvey Solomahko - Environment Artist
Parker Szymanski - VFX Artist
Zongyang Min - Lead Programmer
Thomas Durbin - Graphics & Systems Programmer
Hayden Krider - Gameplay Programmer
Emily Thorsen - Systems Programmer
Amanda Moller - Composer, Music

Reel Run is a 3D arcade-style hack and slash that puts players in the lead roles of popular movie archetypes. In this action-packed game, players face off against hordes of enemies across multiple genre-themed levels, each styled to emulate the film's era while keeping a fun, arcade-like energy. This blend of unique visual styles, intense combat, and familiar movie tropes brings a nostalgic yet fresh experience that makes players feel like true action heroes.

Unique Levels
Each level is unique and puts you in a different film genre. Feel like the main character and fight through waves of enemies to accomplish your goal in each film as the main character!

Unique Characters
Each level has a unique playable character with varied combat abilities and moves to play any way you want!

Destructible Environments
Break things! Destruction is necessary to be a true action star! Break the enviroment in fun ways mid scene to get the best take possible.

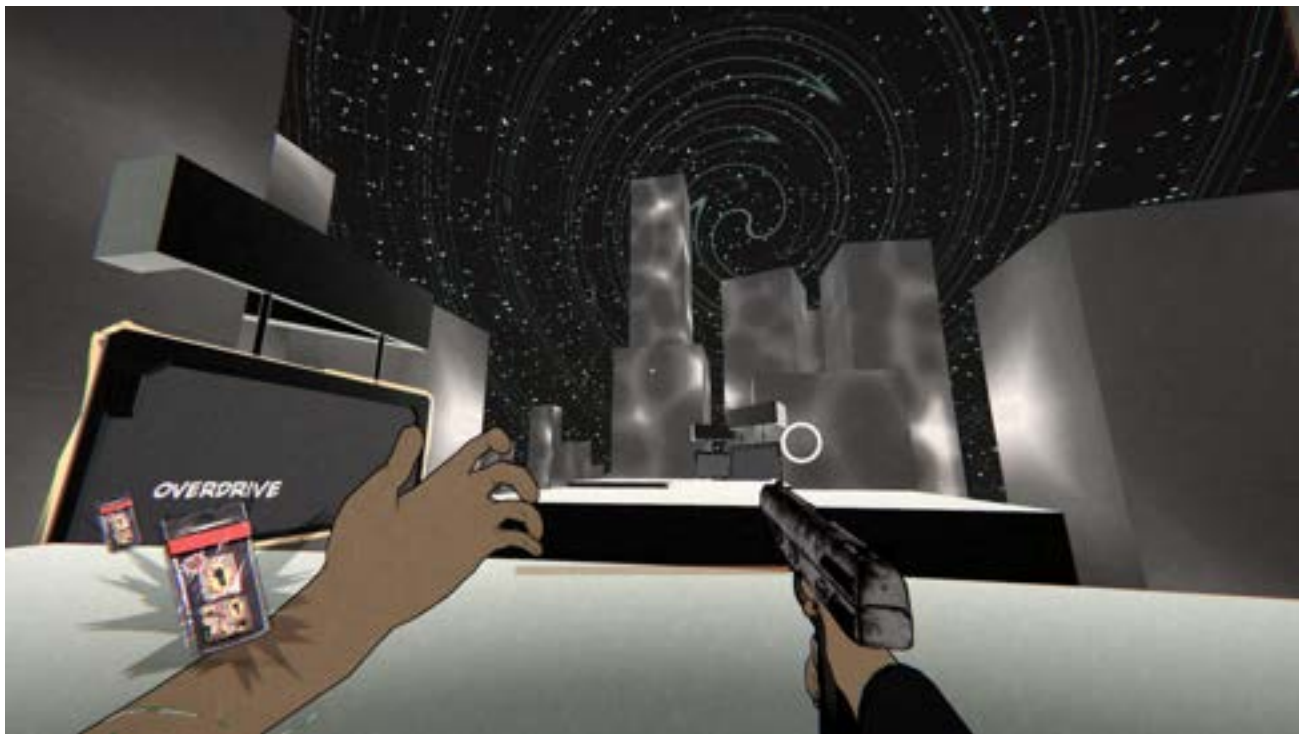UNREAL ENGINE

Relapse
Outlandish Development

CREDITS

Leonardo Santa-Zapata - Producer & Level Designer
Andre Powell - Creative Director, Narrative Designer & Technical Animator
Dimitri Palmer - Lead Programmer, Technical Artist, Lighting Designer & Gameplay Director
Mikel Sienra - Lead Designer, Technical Artist & VFX Designer
Azalee Nelson - Lead Artist & Character Artist
Gianfranco Caro - Assistant Lead Artist & 3D Artist
Rylan Celentano - 3D Artist, Texture Artist & Environment Artist
James Draper - Animator
Alexandra Kotzeva - 2D Artist & VFX Artist
Mia Parent - Creature Artist & Texture Artist
Robert VanderMeulen - UI Artist & 3D Artist
Aiden Richmond - Level & Lighting Designer
Brian Rosario-Diaz - Level Designer, Narrative Designer & UI Design
Alexander Zondervan - Level Designer & Audio Designer
Austin Prader - Programmer & Playtester
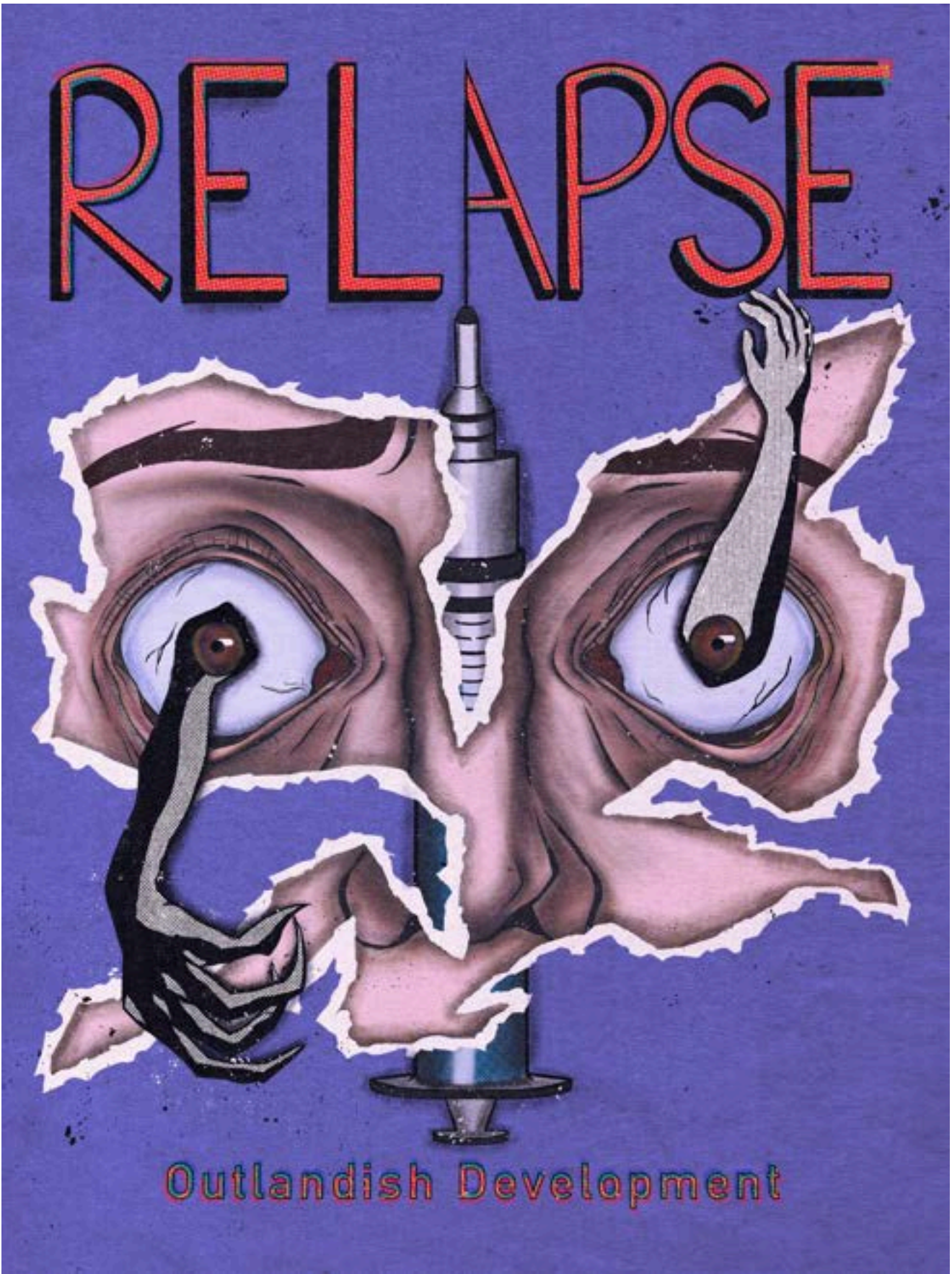
You play as Kin, a recovering addict trying to learn his history after a long bender. Kin fights and parkours through areas of his past as he attempts not to relapse. Relearning everything that has happened in his life and everything he has done. Iser creates the neuros that fuel this world, but are they really the cause of your vices...

Relapse is a first-person shooter game where players parkour through dense environments while also fighting through hordes of enemies using firearms and powers. Players take on the role of Kin, a former freerunner who is forced to confront the consequences that stemmed from his past addictions.

- Wall run, wall climb, and slide across various sections of platforming.
- Use from a selection of 6 Neuros and 6 Vitals throughout your playthrough
- Experience Retroit, the Mindbreak, and the Apartment.
- Learn what happened to you and this world.
- Test your platforming skills in Time Trails
- Attempt to survive for as long as you can in the Void Arena

BEST GAMEPLAY MECHANICS
VOTED BY THE ATTENDEES OF THE 2025 GAIM UNDERGRADUATE SHOWCASE

Unity

Revenant: Through the Veil
Excavator Studios

CREDITS

Dareen Houmaidan - Creative Director
Chelsea Soto - Producer
Rodrigo Cardenas - Lead Level Designer
Omar Abualiyan - Technical Designer
Antonio Helicio - Lead Programmer
Julian Mendez - Programmer
Veronica Mauro - Texture Artist & 3D Artist
Kevin Rivera - Lead Artist
Tahreem Cheema - 2D and 3D Artist & Narrative
Daunte Smith - VFX Artist
Charvina Viands - UI/UX Artist
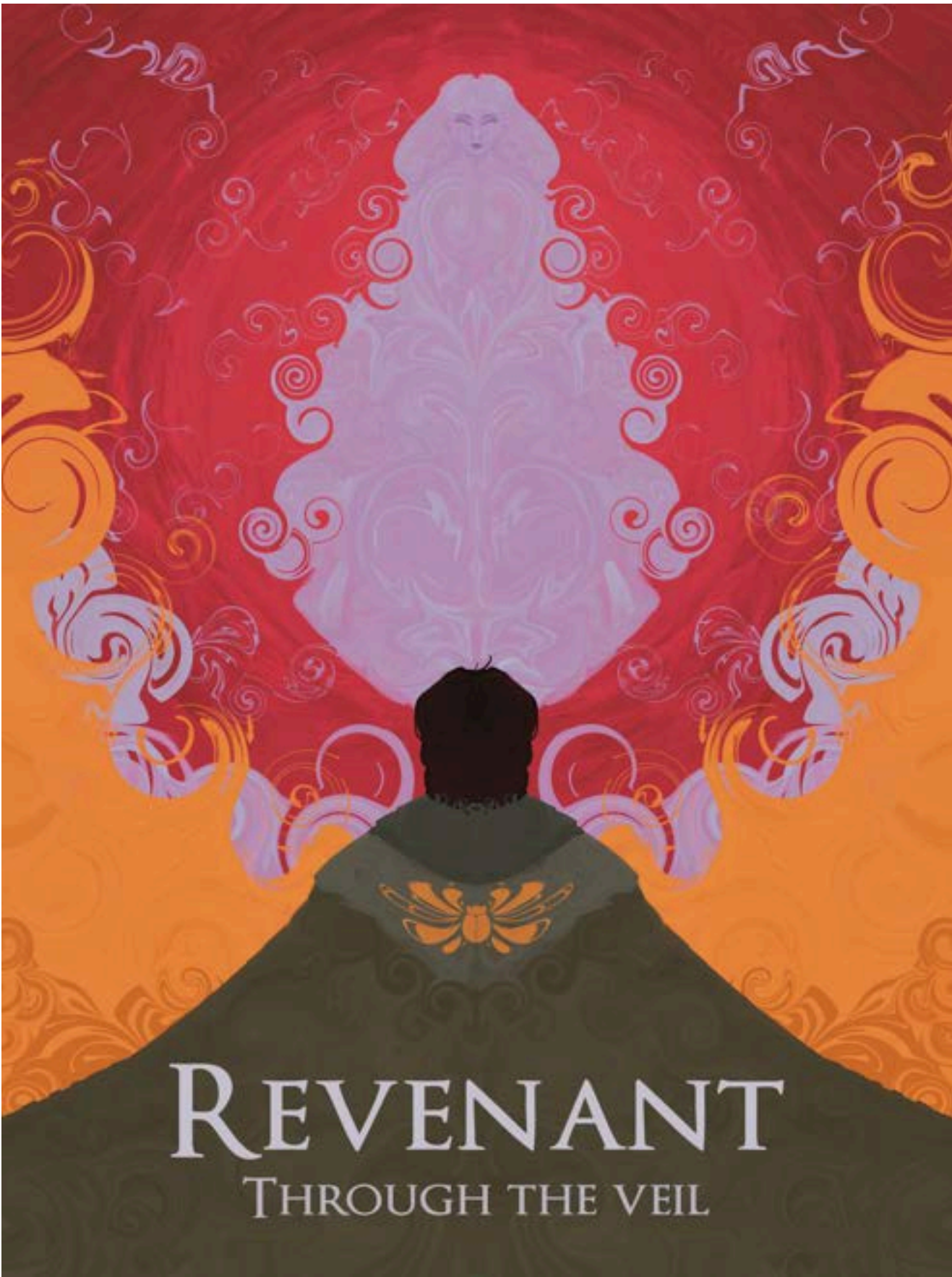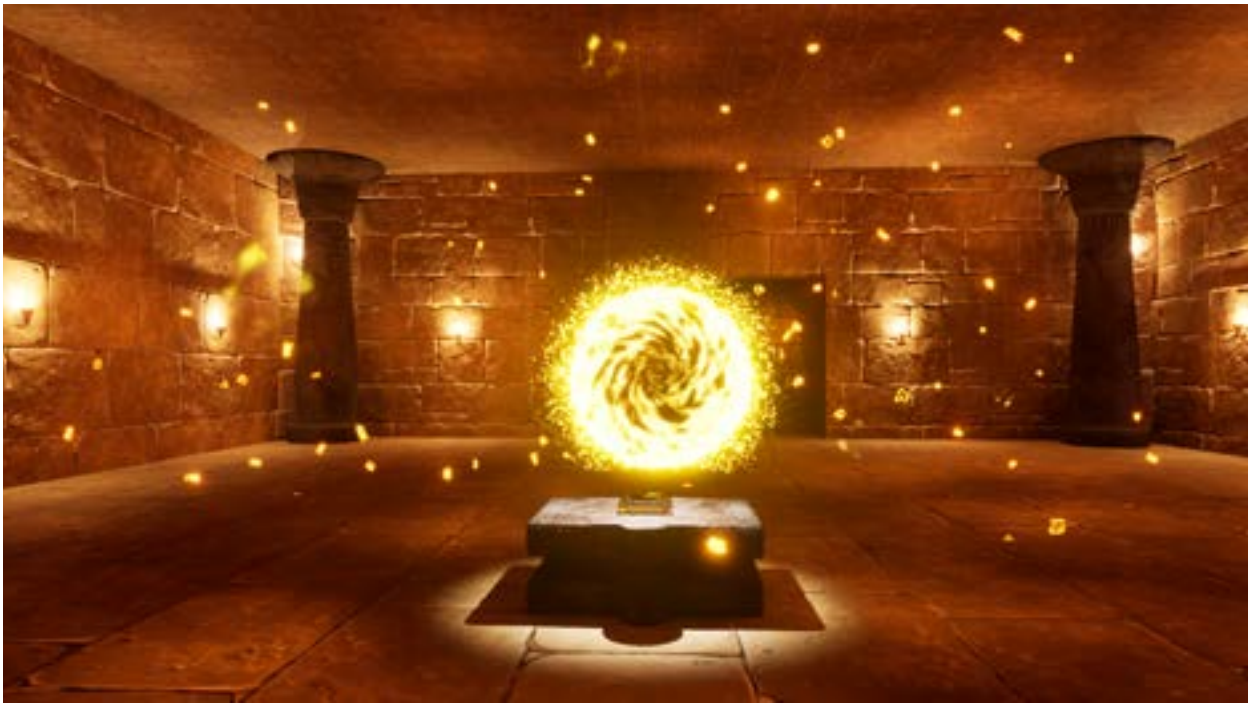
Would you fight your way through the Egyptian afterlife to resurrect your lost love?

Hossam Sharawi, an archaeologist devastated by the loss of his lover, embarks on a daring quest into forbidden pyramids and ancient temples of Egypt. Armed with the Book of the Dead, he must summon powerful Egyptian gods and face them to navigate the risky journey through the afterlife. To bring back his lost lover, he needs to outwit and overcome these gods, each guarding a different tomb. Some gods are obstacles, seeking to hinder his progress, while others offer aid. However, the quest is part of an elaborate scheme by Seth, the God of Mischief, who manipulates the challenges to cause conflict between the other gods. Hossam's ultimate goal is to reach the Field of Reeds, retrieve his lost love, and escape back to the land of the living.

Third Person Action-Adventure, Fantasy, Puzzle

BEST OVERALL
VOTED BY THE ATTENDEES OF THE 2025 GAIM UNDERGRADUATE SHOWCASE

BEST VISUAL DESIGN
VOTED BY THE ATTENDEES OF THE 2025 GAIM UNDERGRADUATE SHOWCASE

UNREAL ENGINE

Rockstars!
Glass Record Studios

CREDITS

Daniel Diaz-Rivera - Producer
Benjamin Guzinski - Creative Director
Stanley Freihofer - Programmer
Michael Kocis - Programmer
Liam Lovett - Programmer
Dylan Torres - Lead Programmer
Joshua Almeida - Animation
Donavan Brashears - 3D Artist
Soria Elhassan - 3D Artist & Animator
Emily Goracke - VFX Artist
Anna-Lauren Kahn - 3D Artist
Thu Pham - 2D Artist
Luke Bono - Narrative & Level Designer
Cameron Daniel - Lighting Designer
John Wolf - Level Designer

"RockStars!" is a third-person action adventure game set on an alien planet with a 70s retro psychedelic style. When Aero's rocket minivan crash-lands on a hostile alien planet, they must use the abilities of different instruments to find their band members and escape.

Aero is the lead electric guitarist in a band of hippie astronauts. While on their way to an intergalactic music festival known as the Protostar Palooza, Aero and their band members crash land on the planet Ergosporrus. After becoming scattered during the crash, Aero must use the abilities of different instruments to locate each missing band member while traversing through harsh and hostile environments.

Unique Instruments and Abilities
New instruments are introduced gradually, each containing unique attacks and abilities essential to overcoming specific challenges and progressing through the story.

Diverse Platforming Challenges
Players navigate diverse terrains such as canyons, caves, and psychedelic levels. The use of traditional moving and jumping in combination with a variety of special abilities. Platforming utilizes the player's base movement and jump abilities in combination with the special abilities of different instruments.

SyncroChromia
Krispy Kreations

CREDITS

Nolan Krames - Producer & Sound Designer
Karlie Huynh - Creative Director & Sound Designer
Christopher Viosca - Programming Lead
Javell Francis - Design Lead
James (Red) Bragg - Art Lead & 3D Prop Art
Jesus Blanco Rodriguez - Head of Marketing
Gavin Cholette - Programmer
Asha-Natiya Fredericks - UI/UX Designer
Mario Garcia - Cinematic Designer
James (Jimmy) Joiner - Level Designer
Megan Ballard - 3D Character & Prop Art
Isaiah Jones - 3D Environmental & Prop Art
John Keith - 3D Creature Modeling & Animation
Kelsey Powell - 3D Weapon & Prop Art
**Gabriel Jorge Santana** - UI & 3D Prop Art

In this new FPS, rhythm game, dive into the Land of Sync, where EDM is under attack and slimes are mind-controlled by a sinister force. Play as Scissors, a human on a rhythm-fueled mission to save the slimes and restore the beat. Can you stop Evil Corp and save EDM?

Welcome to the Land of Sync!

Step into SyncroChromia, a vibrant, pulse-pounding 3D rhythm shooter where music isn't just a soundtrack —it's your weapon, your guide, and your lifeline. In this dazzling land, humans and slimes groove together in perfect harmony... until the beat drops—hard.
A mysterious menace known as the Trench Slime has begun corrupting its fellow slimes, spreading chaos and silence across the land. With the evil forces of Evil Corp backing this sonic sabotage, EDM itself is under threat!

SyncroChromia turns every encounter into a musical masterpiece:
- Time your attacks to the beat to deal max damage
- Switch colors mid-battle to heal corrupted allies like the lovable Bloberts and mischievous Muters
- Adapt to wild track changes as enemies evolve with the music
- Face off in a boss battle where tempo twists are just as deadly as the attacks
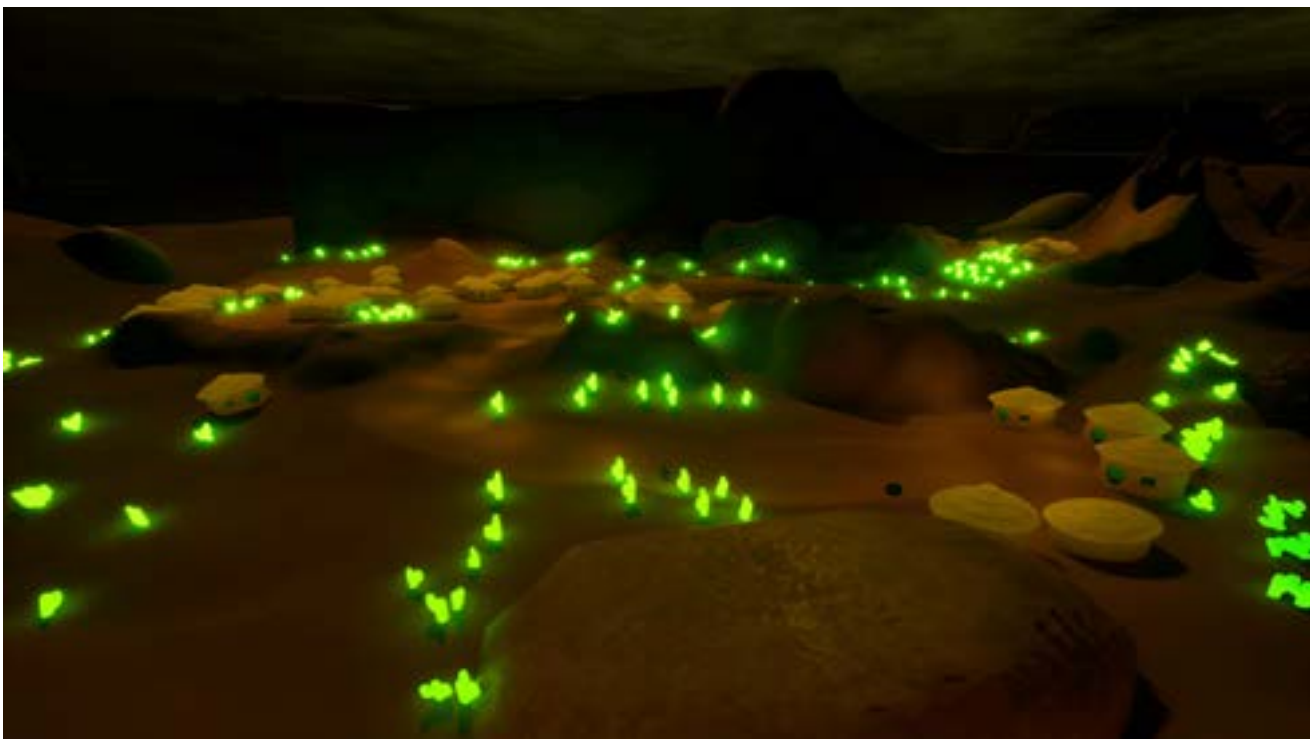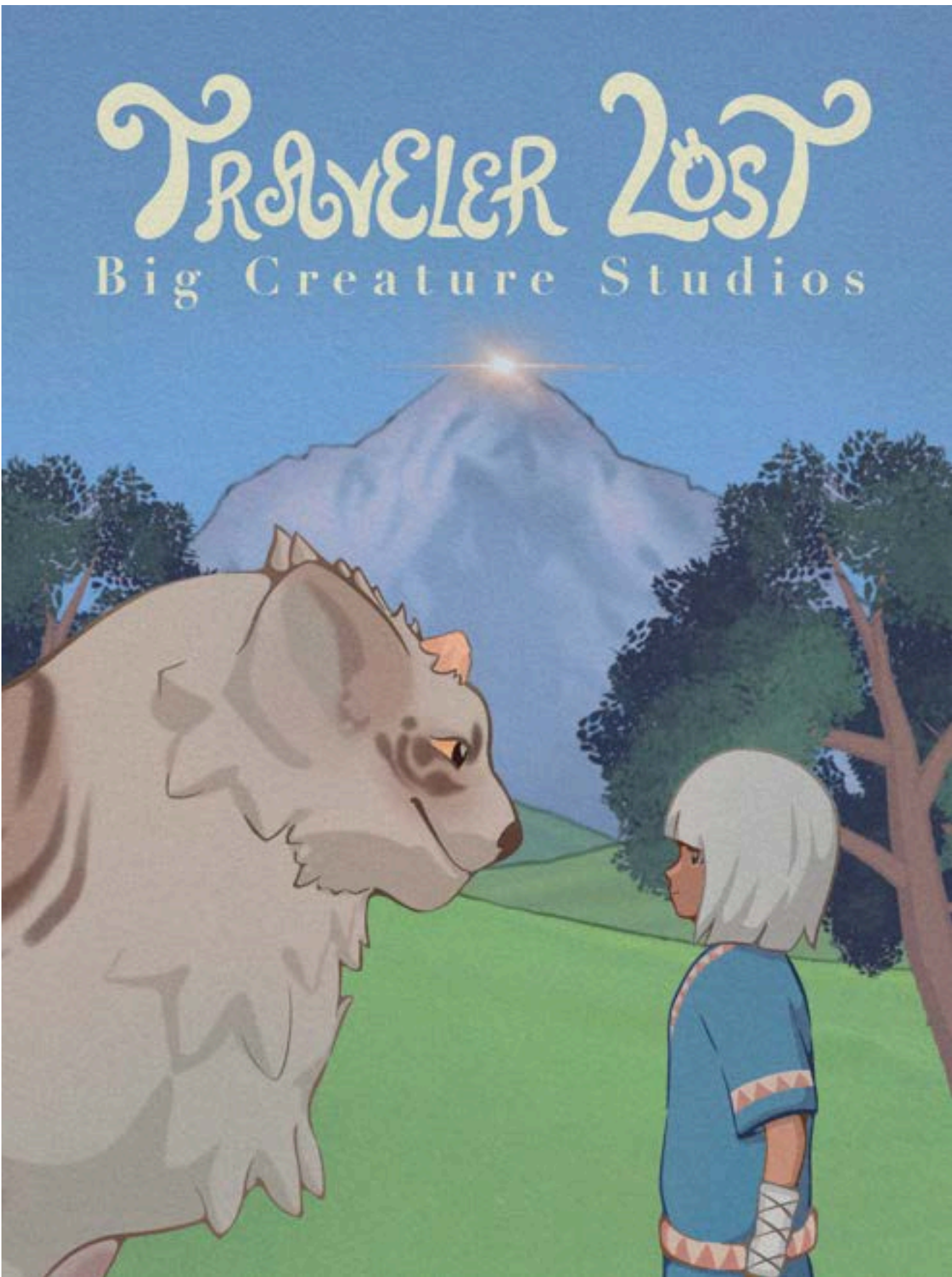
Traveler Lost
Big Creature Studios

CREDITS

Oriana Acosta Irady - Creative Director & Artist
Joseph Torres - Producer & Music
Micah Crossman - Lead Artist
Diego Acevedo - Environmental & VFX Artist
Kyle Amburgey - Environmental Artist & Level Designer
Clay Howard - 2D/3D Artist
Jenna Luddy - 2D/3D Artist & Animator
William Yan - 2D/3D Artist & Animator
Raymo'Ne Hinnant - Lead Designer
Jermaine Pinnock - Level Designer
Kylie Welch - UI Designer, Sound Designer & Marketing Lead
Carter Wilson - Lead Programmer
Paul Dingee - Programmer & Technical Artist
Andrew Mokhtary - Gameplay & UI Programmer

On a journey of self-discovery, a young traveler crosses paths with a majestic-yet-frightened beast. The trek to guide it home shall be one of cooperation and understanding.

Traveler Lost is an adventure puzzle game about learning the ways of a mysterious animal companion and working alongside it to guide it home. This odyssey will take you through various biomes, each with their own scenery and mysteries to unravel. Guide your companion forward, explore your environment, and ward off evils as you journey to help a new friend.

Your voyage will take you through four locales, including a village, forest, and more. Use your wits to find your way through each one of them, taking into account how your partner interacts with their environment. Pick up objects, rotate statues, and even platform to overcome obstacles in your way and get the creature to travel alongside you. Remember, both you and your companion have your own strengths and weaknesses, so think carefully and use them accordingly!

Unity

VeilWood
Chaos Cabin

CREDITS
Allison Li - Producer & 2D Artist
Cameron Rutkowski - Assistant Producer & Lead Programmer
Amanda Moller - Creative Director & Lead Sound Designer
Johanna Medina Aviles - Lead Artist
Aidan Earnest - Animator
Alex Hernandez - VFX Artist
Chaerin Kim - 3D Artist
Logan Lott - 3D Artist
Abner Wilhelm - Lead Designer, Programmer & Sound Designer
Jack Hudson - Level Designer & Sound Designer
Lauren Panos - Level Designer & Cinematics
Alexander Martinez - UI/UX Designer
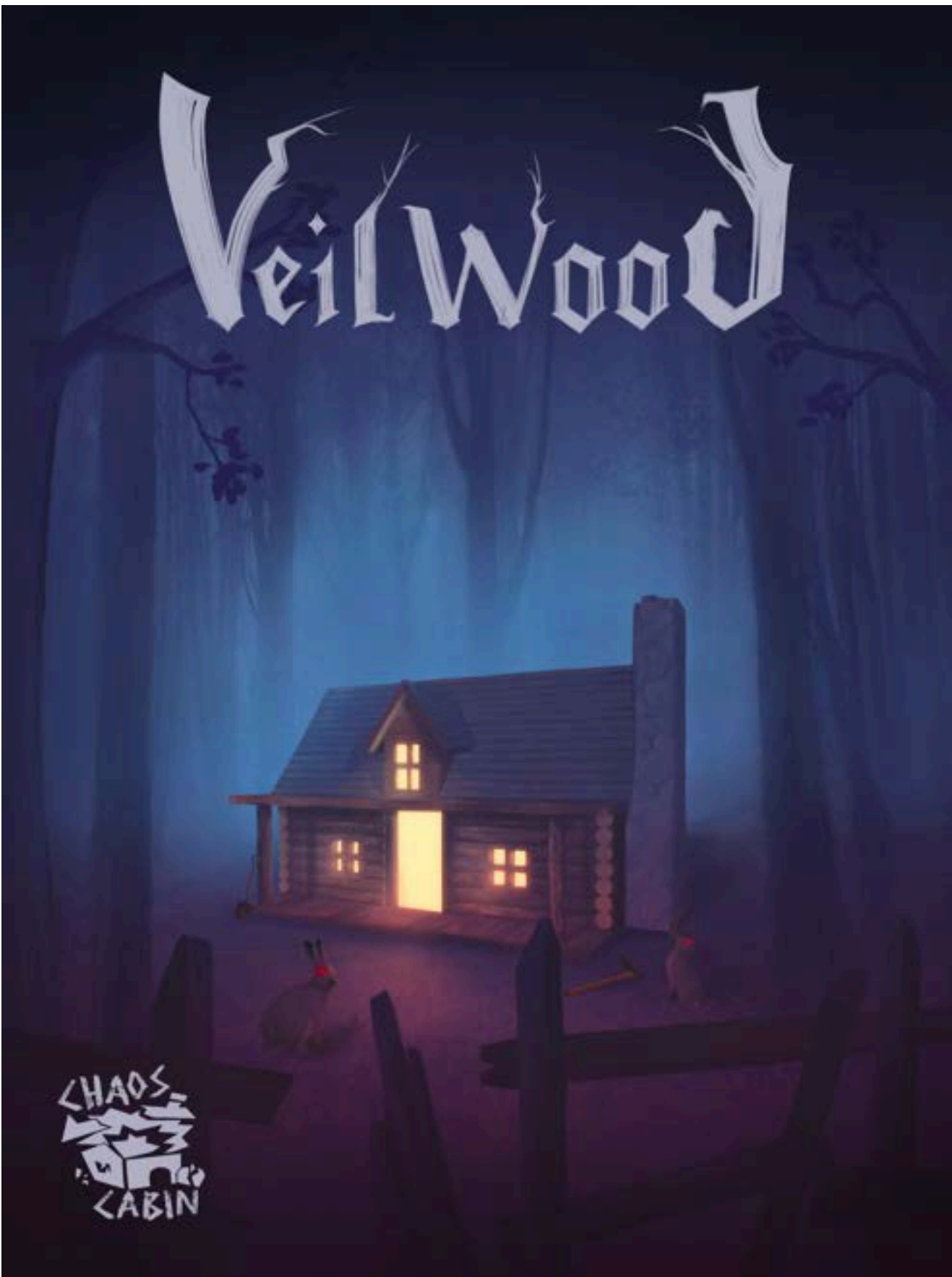
VeilWood is a first person real time strategy dark farming sim about protecting your farm from creatures warped by the mist. Set up structures on the farm to protect your crops or pick up your shovel to defend them yourself. Engage in barter to earn mints and interact with the wary townsfolk to complete quests. Additionally, explore different areas like VeilWood, the Wilderness, and the Catacombs to discover secrets, unlock furniture to decorate your cabin, and solve puzzles to unravel the mystery behind the veil.

For the last 3 decades, the little hamlet of VeilWood has been isolated from the rest of the world by the sprawling mist. Corrupted creatures encroach upon the farm at night, bent on the destruction of the harvest. Solve the mysteries of the town and investigate the cause behind the haze distorting VeilWood, or grow complacent as the new town farmer.

**A fruitful harvest is impossible without a strategy.**

# When The Crow Sings
Safe Haven Studio

CREDITS

Chelle Radcliffe - Creative Director, Narrative Designer & Level Designer
Ricky Elia - Producer, Technical Designer & VFX Artist
Paul Griffin - Technical Lead & Animator
Kiana Cuevas - Art lead & Texture Artist
Lana Therrien - Level Design Lead & VFX Artist
Grace Ray - 2D & UI Artist
Basil Fandino Jimenez - 2D Artist
Gianna Maulella - 3D Environment Artist
Natalie Poitevien - Environment Artist
Rae Overton - Texture Artist
Juliana Rivera - 3D Character Artist & Animator
Sebastian Marquez - Animator & Level Designer
Jesse Van Natta - Level Designer
Mikel Amaya - Level Designer
Carlos Pinto Jimenez - Level Designer & Sound Designer
Amanda Moller - Music
Matthew Cabrera - Music
Jose Cuevas - Music
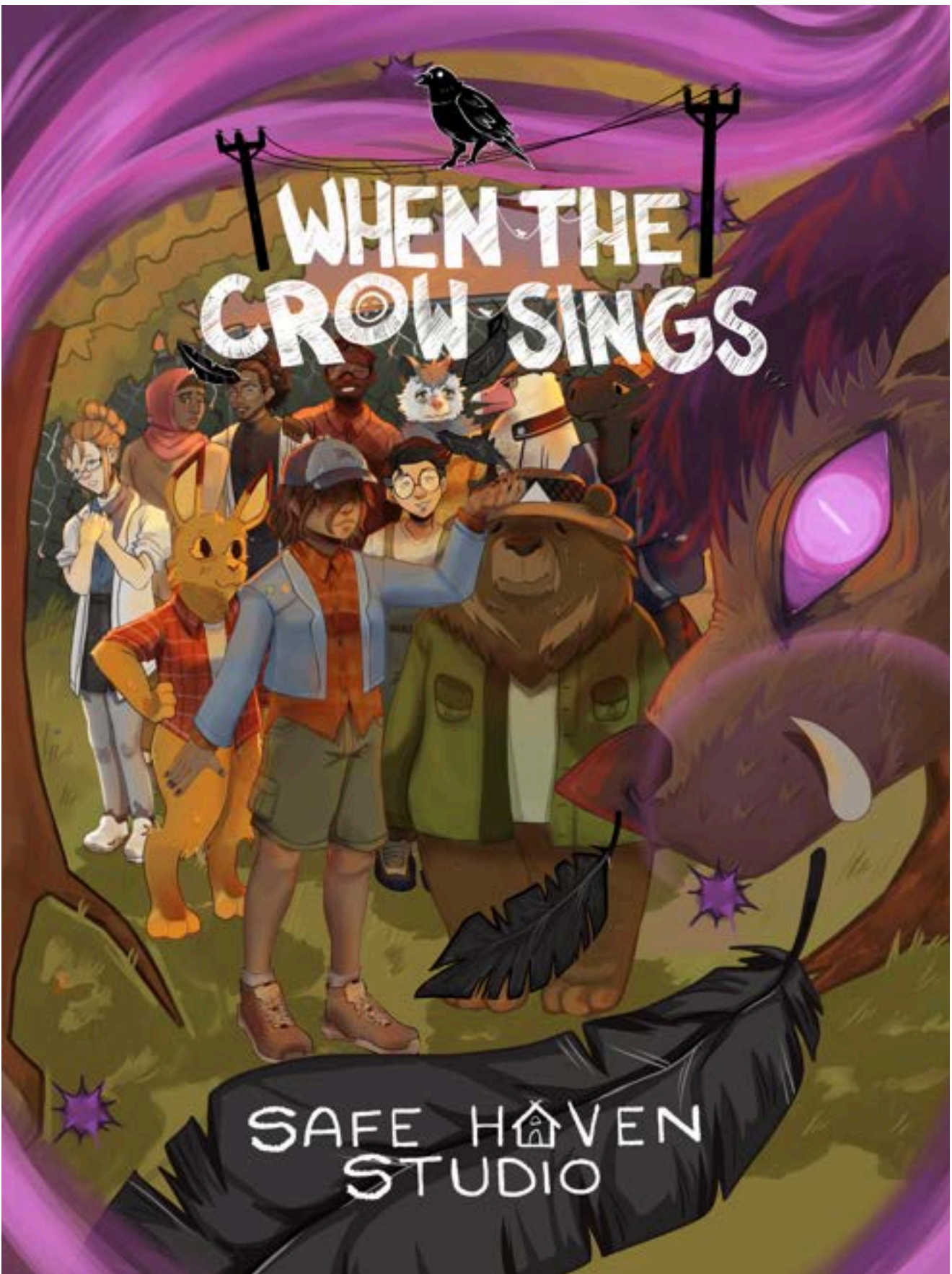
WHEN THE CROW SINGS is an adventure mystery game with a focus on exploration, characters, and world building, featuring a cast of diverse survivors trying to keep the status quo as their compound life grows more complicated and dangerous.

In the 22nd century, America has been ravaged at the hands of human colonization. Over the past few hundred years, the American fauna has evolved to survive the rapidly decaying environment. Tensions between intelligent animals called EVOs and humans are strained, and there are not many places where the two factions live in tandem. Westend Falls is one of the few compounds still fostering cooperative action, and it is highly exclusive. Chance has been accepted into this compound as their home has finally slipped into unlivable conditions, but once they're in there's no coming or going. As Chance settles in, things are not as peaceful as they seem.

They realize that while they may have come here willingly, there's no leaving.

BEST NARRATIVE
VOTED BY THE ATTENDEES OF THE 2025 GAIM UNDERGRADUATE SHOWCASE

Unity
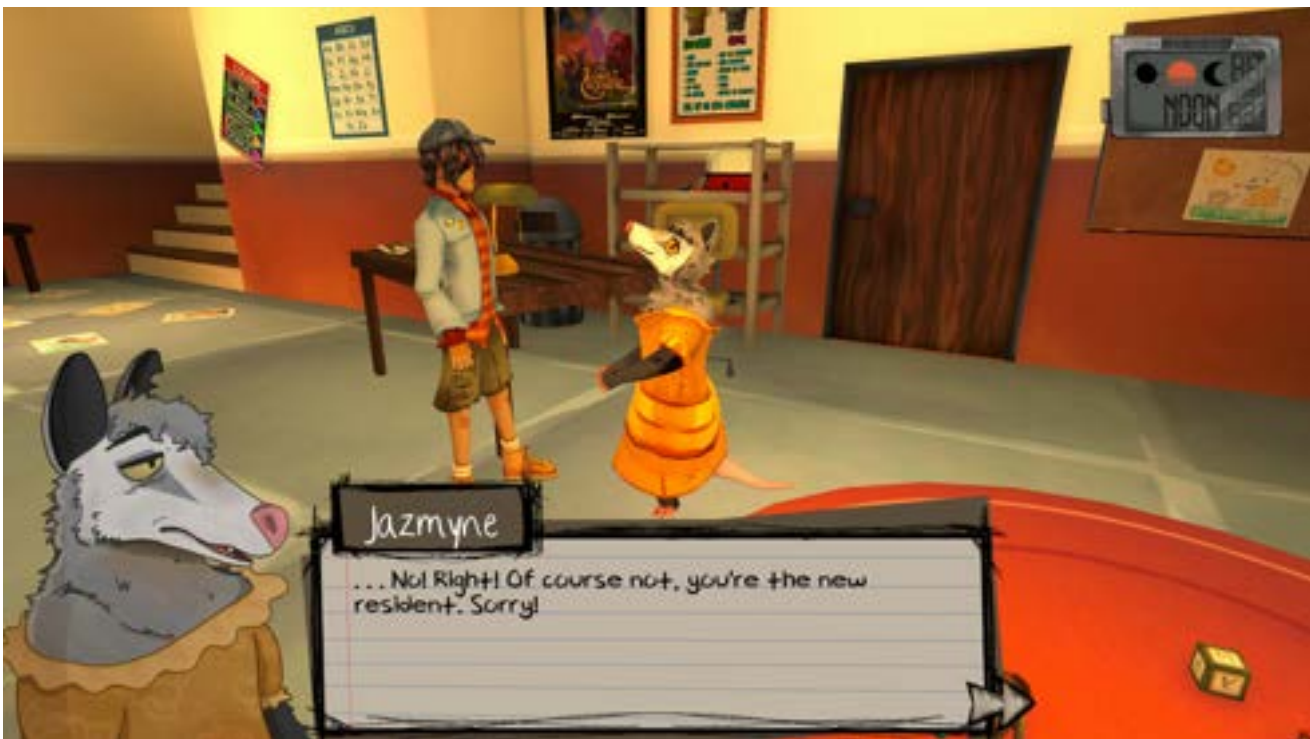
Other Featured Projects

In addition to the capstone games, this section highlights standout student projects created in other courses within the Games & Interactive Media program. These projects come from classes such as Level Design, Game Production, Casual Games, and 3D Modeling, and showcase the diverse skill sets students develop throughout the curriculum. Many of the students featured here are on track to enter the Game Design Workshop capstone in future semesters, and their work represents the strong foundation being built across all stages of the program.

The Archives
Student Team - Ghost Knights

A first-person horror based in a library at night. You fell asleep studying and now must leave to get home, but the monster that haunts the library at night is roaming around... The player must keep quiet and sneak their way to the exit without getting detected!

This game was made in 48 hours and placed 3rd in the 2025 Orlando Library Game Jam.

https://popoyo07.itch.io/the-archives
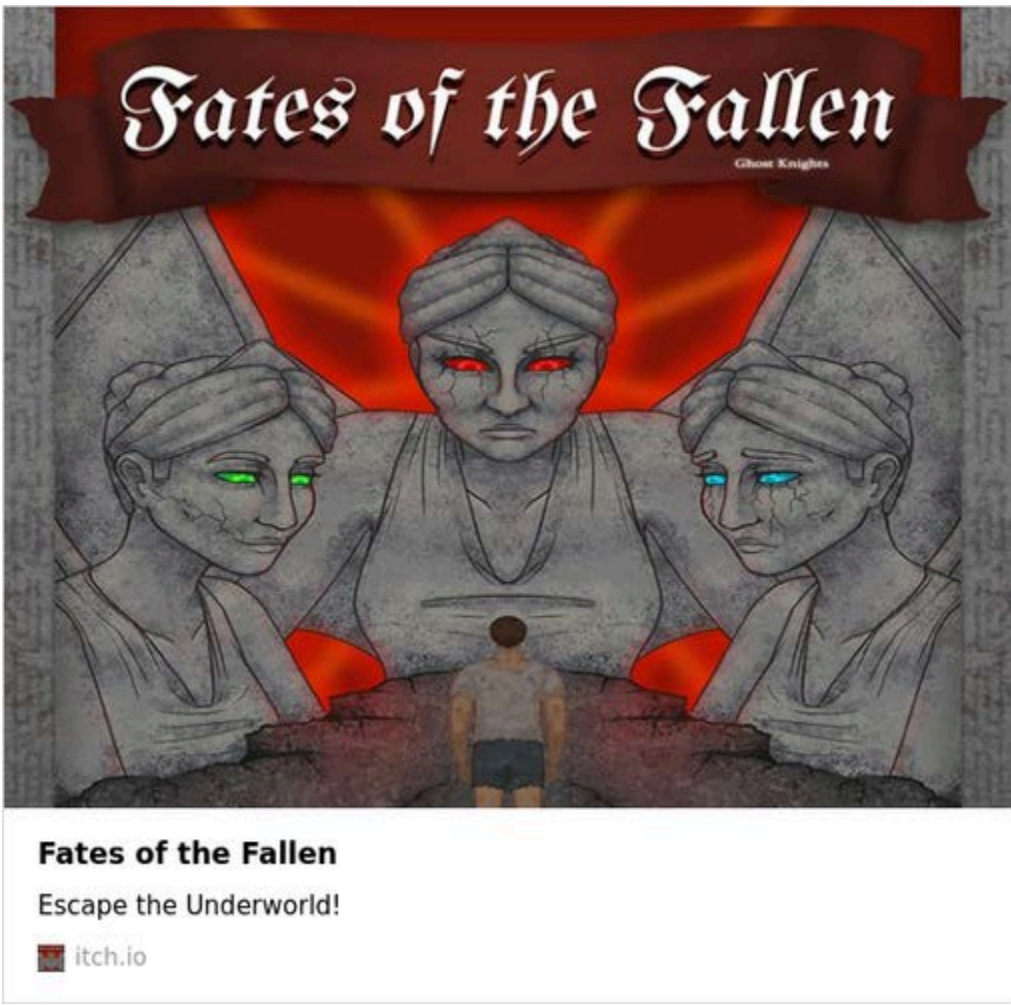
Fates of the Fallen
DIG47I5: Game Production

A third person adventure game based on the underworld from Greek Mythology. You are a fallen soul looking to escape with the help of one of the Gods, and to do so you must collect 3 gem stones from 3 different levels to power the portal out of the underworld and escape!

https://ghost-knights.itch.io/fates-of-the-fallen-byghostknights

Sneaky Specter
DIG47I5: Game Production

In Sneaky Specter, you play as a ghost who haunts the display exhibit of an illegally sourced artifact collector. You made it your mission in after-life to free the countless artifacts from the collector's mansion.

https://soaksun.itch.io/sneaky-specter

Stunt 'n Hunt
DIG4715: Game Production

Stunt and Hunt is a motorcycle-based hunting game set across three seasonal levels. The player picks one level at a time, each with a specific animal to track and hunt. The main goal is to hunt enough animals in that level to pass it.

Stunt & Hunt

Stunt and Hunt is a motorcycle-based hunting game set across three seasonal levels. The player picks one level at a time, each with a specific animal to track...

itch.io

https://rathew21.itch.io/stunt-hunt

Submerged

itch.io
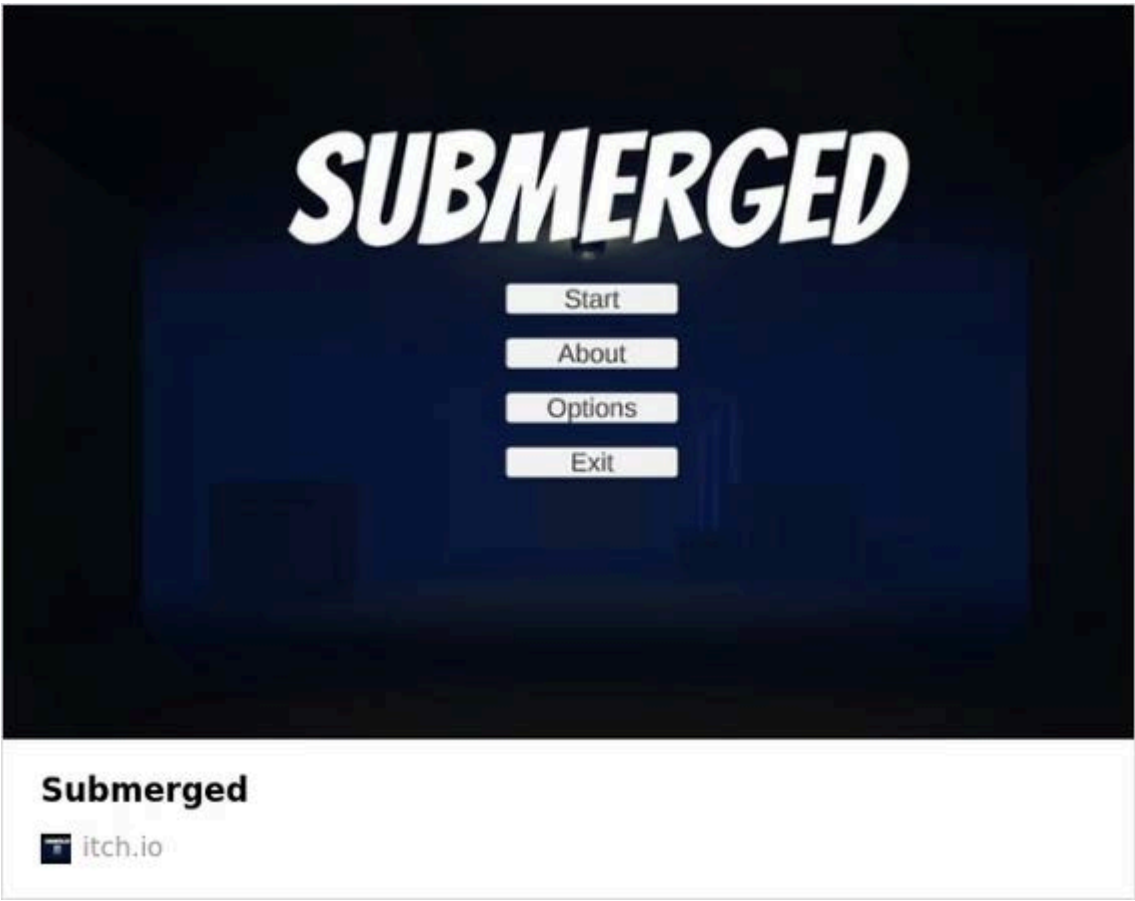
Submerged
DIG4715: Game Production

A quick hallway simulator with an enemy guard that takes place underwater. Explore this abandoned sea station and try to collect treasure without getting hurt by mysterious life-forms.

https://juibly.itch.io/submerged

Sweet Carnage
DIG4715: Game Production

Sweet Carnage is a short horror-stealth game in which the player must attempt to evade detection while scrambling to escape the evil witch's cabin before she finds and eats them.

Sweet Carnage

Sweet Carnage is a short horror-stealth game in which the player must attempt to evade detection while scrambling to escape the evil witch's cabin before she finds and eats them.

itch.io

https://thomaskp.itch.io/sweet-carnage

ThermoFlux
DIG4715: Game Production

Our game ThermoFlux is a short, 5-minute puzzle game featuring a character with ice and fire abilities. Their ice and fire interact in a number of ways and have individual reactions and abilities according to environmental parts of the level that arise. Allowing for short, simple, and sweet puzzles for the player to solve in a variety of ways.

ThermoFlux
Play as Bob the factory wizard and use your sorcery to solve puzzles
itch.io

https://rangerhalt.itch.io/thermoflux

Vendetta
They took everything from you.. Now's your chance to take it all back
itch.io

https://tabritt3.itch.io/vendetta
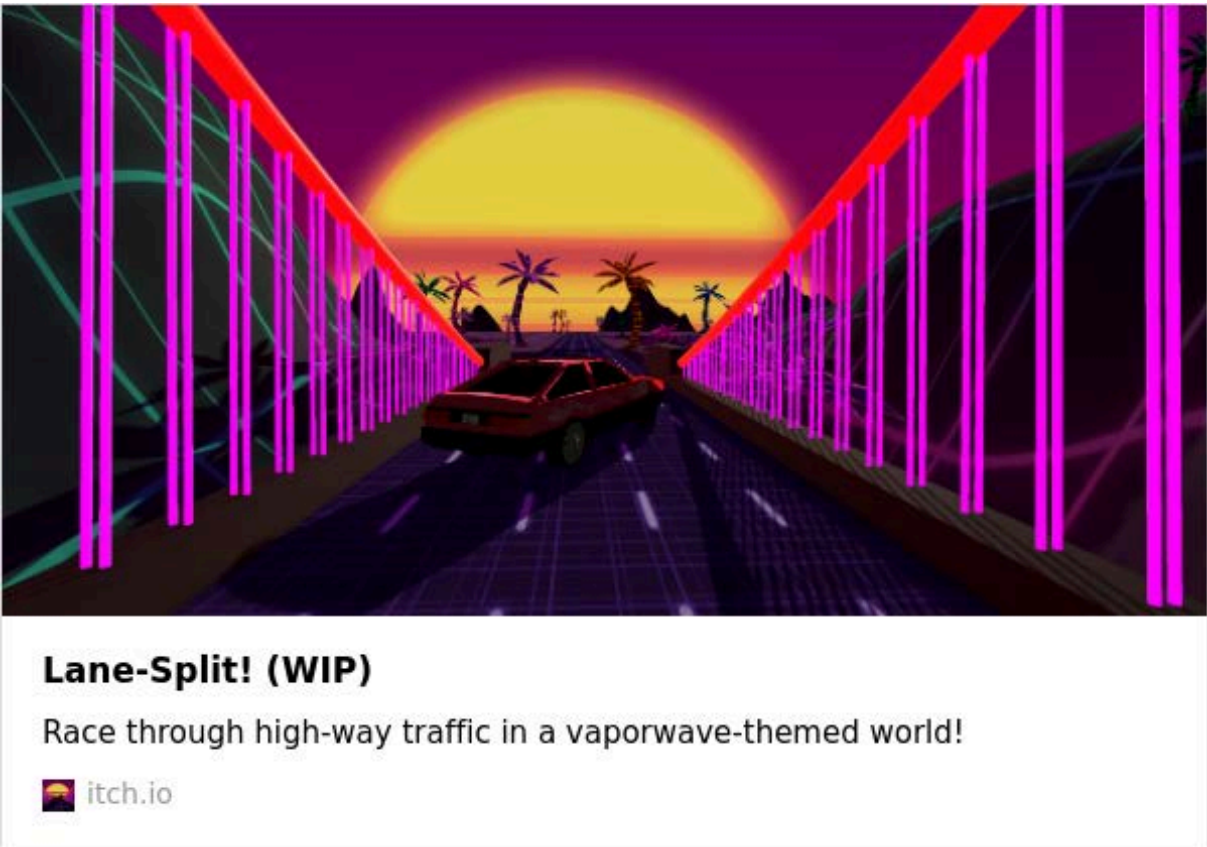
Vendetta
DIG3727: Game Level Design

Vendetta is an action game demo from a few level designers trying out blueprinting for the first time.
Vendetta follows a man trying to get revenge from the Yakuza for taking something precious to him. He seeks to return to where he believes is their main headquarters building. He needs to send a message to the clan and also make sure his team will hear the signal he sends out from the top floor!

Lane Split
DIG4715: Game Production

Try to drive for as long as you can without crashing on our endless vaporwave-themed highway. Avoid crashing into other vehicles and beat your high scores as you infinitely accelerate through traffic. Collect Sparks through playing to unlock new vehicles and cosmetics!

Lane-Split! (WIP)
Race through high-way traffic in a vaporwave-themed world!
itch.io

https://mikelsienra.itch.io/lane-split-wip

Artist Statement

This is a piece I made for a project in Modeling 2. I was allowed to model any static mesh object that I wanted to for this project, as long as the tri-count was under 17k. Immediately, I knew I wanted to do something fantasy and ornate; I found a couple of designs online by Grosnez and Jeremy Vitry on ArtStation and blended some of their concept designs together. I worked in Maya for modeling the initial block-out and low-poly, Zbrush for sculpting the high-poly, and Substance Painter for texturing. I used two UDIMs so that I could dedicate a separate material for the wax to use subsurface scattering on just the wax, as well as get a higher resolution texture overall. Everything is rendered in Unreal 5, and I made the flame simulation using Unreal's Niagara System.

CLOSING REMARKS

The 2025 GaIM Undergraduate Showcase was more than just the culmination of a semester—it was a celebration of a full academic year of creativity, collaboration, and growth within UCF's Games & Interactive Media program. From the polished capstone projects of our Game Design Workshop teams to the promising work of students in earlier courses, this event highlighted both the achievements of our graduating seniors and the talent rising through the program.

We extend our sincere thanks to the faculty who guided and supported these students throughout their journeys. Their mentorship, feedback, and dedication were instrumental in helping these projects come to life. We'd also like to thank Unity for their generous grant, which helped provide food and refreshments during the event. Their support helped create a welcoming, community-focused environment where students could share their work and connect with peers, professors, alumni, and industry guests.

To everyone who contributed, participated, or attended, thank you. We are proud to showcase the work featured here, and we look forward to the continued creativity and innovation our students will bring to the future of game design at UCF.

Event Photos

These photographs capture moments from the 2025 GaIM Undergraduate Showcase and were contributed by Ryan Fox (Marketing Communications Assistant, Nicholson School of Communication and Media), along with students, faculty, and attendees. Together, they highlight the energy, creativity, and community spirit that defined this year's event.