ENTERPRISE PROJECTS

**Project Name:** 1800 Contacts

**Team Lead:** Blake Rollins  
1. Joshua Russell  
2. Wardell James  
3. Ryan MacDonell  

**Project Description:** Automated Testing Frame work for 1800contacts.com

**Project Name:** Chargeback.com

**Team Lead:** Derek Nasfell  
1. Ryli Dunlap  
2. Daniel Green  
3. Kolby Decker  

**Project Description:** This project involves porting several components of the company’s core business software to a new platform and migrating these services to cloud-based hosting.

**Project Name:** Continuous Integration, Delivery, & Docker

**Team Lead:** Mark Journigan  
1. Joshua Kubiac  

**Project Description:** For our Enterprise Project, we were tasked with replacing the continuous integration environment for our project sponsor, integrating continuous delivery, and use docker as much as possible. CI/CD is the idea of constantly pushing out new code, testing it, and putting it onto some of the technologies we use include: Distelli, bash, docker, Node, NPM, Javascript, Ruby on Rails, git, and Amazon EC2. production systems the same day. We use docker to build portable containers on our build servers, and then run them on production servers. This allows a smooth delivery of new features for both developers and the customers that use these applications.

**Project Name:** Docker Cluster Orchestration

**Team Lead:** Joshua Campbell  
1. Andrew Chan  

**Project Description:** The team automated the deployment and configuration of a Docker Swarm Cluster.
**Project Name:** Emotuit Enterprise  
**Team Lead**: Shayne Hunsaker  
1. Ali Persing  
2. Trevor Martz  
3. Ian Myers  

**Project Description:** Emotuit is a startup that uses a state of the art expression recognition algorithm, which in real time can analyse your engagement & reaction to content. For our project, we focused on integration with a new platform, improving baseline emotion numbers, and cleaning up the user interface.

**Project Name:** IDS Inc. Enterprise  
**Team Lead**: Jacob Hitt  
1. Jacob Hitt  
2. Neal Byington  
3. Trevor Hawkins  
4. Diego Suarez  

**Project Description:** Team from multiple degrees banded together to add value to the company. Web guys added new functionality to site, CS guys built a new test runner, and the IS guys built and improved a Jenkins CI setup.

**Project Name:** IGT  
**Team Lead**: Tim Gates  
1. Tim Gates  
2. Ansel Faillace  
3. Corey Gillenwater  
4. Nathan Morley  

**Project Description:** The IGT project is to create a game engine that is able to play a +3 match game, like Bejeweled. The project also includes an Editor that is able to create levels for a +3 match game.

**Project Name:** inContact Enterprise Project  
**Team Lead**: Cody Malone  
1. Cody Malone  
2. David Borland  
3. Kelvin Nguyen  
4. Justin Metcalf  
5. Cody Simpson  

**Project Description:** Each member of the team worked in various departments to contribute to the continued successful operation of inContact. Two members of the team worked as software developers to implement sweeping changes to the system, another two monitored the performance of the network in the Network Operation Center, and the last member oversaw the management of several key departments as a project manager. Each of our skill sets provided significant value to the ever-adapting ecosystem of inContact.
**Project Name:** Intermountain Healthcare  
**Team Lead:** Jonathan Jensen  
1. Mitchel Mendez  
2. Jacob Blodgett  
3. Cevon Cosby  
**Project Description:** The main part of our project is the Electronic Magnet Board for the LifeFlight. It is a board that shows their schedule information for the day. The other portion is the release management stuff the IS did.

**Project Name:** Leisurelink LENS  
**Team Lead:** Taylor Boyd  
1. Bryan Gee  
2. Ambrose Piambo  
3. Ben Cedeno  
4. Steven Ulibarri  
**Project Description:** A service status dashboard that keeps Leisurelink's devops team up to date with any service outages or other problems that need to be addressed immediately. LENS integrates with a service called PagerDuty which ensures that the administrators of the affected system are notified immediately.

**Project Name:** Mr Bigglesworth  
**Team Lead:** Kurt Peterson  
1. Corey Massey  
2. Vincent Malmrose  
3. Ryan Garcia  
**Project Description:** Mr Bigglesworth is an internal tool used for adding customers to the MaritzCX platform. This tool is actively used by MaritzCX employees. Our project is deployed across 10 environments, including multiple production environments. The team is responsible for maintaining and improving this utility. Mr Bigglesworth is highly integrated with other company systems, requiring team members to collaborate and communicate with others outside the team. Students assigned to this project often use C# ASP.net MVC 4, JavaScript, JQuery, and SQL.

**Project Name:** Rubio's Enterprise  
**Team Lead:** Emmanuel Arriaga  
1. Alejandro Gardea  
2. Benjamin Lofgree  
3. Devin Wall  
**Project Description:** 3 Projects were done during this enterprise, all of which were ASP.NET MVC webpages. The first is the Labor Adjustment Hours, which is used by the Finance team to make easy adjustments/additions to a table in the database. The second is the Labor Manager Hours, which much like the Labor Adjustment Hours is used mostly to adjust/add data in a table. The third project is the File Structure Project, in which once again the purpose was to modify data in a table, but more complicated in this one as the data would be structured and thus needed checking with existing entries to make sure the data stayed consistent within the rules of its structure.
**Project Name:** StatusPoint  
Team Lead: Christian Ramon  
1. Joshua Ellington  
2. David Gonzalez  
3. Adam Nogowski  
4. Ivy King  
**Project Description:** StatusPoint is a web application designed to improve a motorist's experience at a dealership. With StatusPoint, motorists will be able to easily monitor the status of their vehicle as it goes through the repair process.

**Project Name:** Towers Watson  
Team Lead: Kevin Dustin  
1. Kevin Dustin  
2. Garrett Holbrook  
3. Alfredo De Leon  
**Project Description:** We will be answering questions about what we worked on individually at Towers Watson during our Enterprise Project.

**Project Name:** TribeVue  
Team Lead: Trenton Arndt  
1. Wayne Maree  
2. Robert Alter  
3. Elijah Segura  
**Project Description:** Software that helps Tribal D in its mission to create a tribal government management solution.

**Project Name:** Workfront  
Team Lead: Matthew Staples  
1. Braydon DeVries  
2. Sean Palmer  
3. Jadon Leininger  
4. Ashtinh Le  
5. Taylor Bos  
**Project Description:** Migrated the product documentation portion of the Workfront Help Site to a new platform.

**Project Name:** Workfront Enterprise - NOC  
Team Lead: Martin Hileman  
1. Tyler Kino  
2. Angelo Jacquez  
3. Frank Gu  
4. Tyler Jones  
**Project Description:** Our task was to create web applications to aid the members of Workfront’s NOC. The applications are running on Linux servers and were developed using Yii, a PHP framework.
**Project Name:** ZT Liars Dice  
**Team Lead:** Zach Bunyard  
1. Scott Fries  
2. Kody Fike  
3. Eduardo Flores  
**Project Description:** An online mobile rendition of the game liars dice.

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**CAPSTONE PROJECTS**

**Project Name:** BookSmart  
**Team Lead:** Kurtis Reed  
**Project Description:** BookSmart is an e-commerce site designed to give students a chance to buy textbooks from outside sources (Amazon, or other students through an auction portion of the site) before going through the school's voucher system to buy books. The site also provides administrative access to database information to site administrators, as well as access to auction information to moderators.

**Project Name:** JAML  
**Team Lead:** Caleb M. Bain  
**Project Description:** JAML is a markup language for Java that interacts with graphical APIs to create GUIs.

**Project Name:** MathPad  
**Team Lead:** Ian Myers  
**Project Description:** Sintium MathPad is a smart notepad that understands math. It allows you to type in math problems, assign variables, define functions and convert units. As you type it continuously evaluates everything you've typed in, and automatically updates anything dependent on a variable that has been changed or a function that has been redefined. So if you type $x = 5$ and then type in 12 math problems that use $x$, and then change it to $x = 6$ it will update everything beneath it. It has also been designed to be as intuitive as possible when interpreting what the user types (i.e. math language interpreter). For example, typing 0.9 to fraction will output 0.9 in fraction form.

**Project Name:** Project OneBox  
**Team Lead:** Keith Petrone  
**Project Description:** The goal of Project OneBox was to create a cloud storage management system that allows the user to access all of their data from their cloud storage accounts in a single web-application. This would allow users to see all of their files from their cloud drives in just one location without having to download anything to their machine. The service would not be storing any of the user’s files, and would only be using the user’s cloud drives for that purpose. The only data that the service would store itself would be user authentication information. What makes this application unique is that it doesn't require its users to log in, as my application will ask users if they wish to grant it access to their cloud accounts and it will generate a token that grants access to their files. Users can preview their files (audio, video, images, Google Docs, etc.) through this service as well making this service very useful for people who use multiple cloud drive solutions.
Project Name:  The Learning Corner
Team Lead       Diamon Brown       BSCS
Project Description: The Learning Corner is an interactive educational tool that teaches toddlers, 2 to 4 years of age, their colors, the alphabet and simple words.

Project Name:  Your Day Your Way
Team Lead       Tracie Wamsley       BS WD
Project Description: Your day your way is a wedding planner to help people plan a wedding without having to hire a wedding planner person.

GAMING PROJECTS

Project Name:  4243
Team Lead       Tyler Voyles       BSCS
1. Aaron Woodall       BSCS
Project Description: Our project is a game in which you play as one of three ships that have their own differing stats. Your goal is to avoid the onslaught of enemy fire while trying to destroy all who stand in your way. The boss enemies are special, they shoot according to the music that is currently playing creating rhythm-like gameplay.

Project Name:  Alien's Absolute Anarchy
Team Lead       Gavin Hovseth       BSCS
1. Justin Furtado       BSGD
Project Description: A 2D space shooter that was made with JavaFX, our game is strongly influenced by games in the same vain as Space Invaders, but the main area of inspiration comes from a classic Game Boy game called “Solar Striker”. In our game, the player controls a heroic ship armed with the incredible power of being able to shoot bullets. With this amazing power, the hero must take on endless hordes of enemies who are armed with the same unfathomable feat of bullet firing. After defeating these onslaughts of horrible alien scum, the hero finds himself rewarded, not with rest, not with a snack, not even with a medal, but instead, he is rewarded with a grueling boss battle. Now, most heroes found in this situation will just start to use their power of projectiles and try to deal damage the boss without considering a more in depth strategy. However, our game will stop players from just mindlessly shooting by making each boss encounter completely different from the last. Each boss will have specific behaviors that the player will have to adapt to in order to deal damage and defeat them. In addition, each boss has different patterns to how they fire their bullets that makes the player constantly feel on edge until they are able to adapt. With all of this intense space action being tightly wrapped up in smooth gameplay and decorated with a fancy bow that we call text based cut scenes, it truly feels like the complete package. Our triple A title, Alien’s Absolute Anarchy, will break down the walls of the gaming industry and set a new standard of quality for everyone involved.
**Project Name:** Arcade SIM
Team Lead Shane Rouleau BSTM
1. Scott Fryover BSTM
2. Deyton Henry BSIS
3. Christopher Harpel BSCS

*Project Description:* The project we have created allows users to play on a virtual arcade. They can choose between the games, Pac-Man, Snake, and Pong. All three of these games and the menu were all coded from scratch.

**Project Name:** Bounce To The Heavens
Team Lead Brandon Anderson BSCS

*Project Description:* Bounce To The Heavens is a simple game. You are a bouncing ball, that bounces off of moving platforms, and moves upwards while collecting coins. When you collect coins your score goes up. You have 3 lives, and lose a life whenever you hit the ground. The game gets a little harder the further you get. The objective of the game is to get the highest score that you can.

**Project Name:** Catch the Virus
Team Lead Jacob Althouse BSCS

*Project Description:* A arcade like game where you collect the viruses!

**Project Name:** Chess
Team Lead Joshua Little BSCS
1. Joshua Little BSCS

*Project Description:* My project is a Player vs. Player version of the ultimate classic board game, Chess. It is built in Java using Swing, and fully functioning, including logic that knows when players are in check/mate and allows for lesser known legal moves such as en passant.

**Project Name:** Copter
Team Lead Dan Christensen BSCS

*Project Description:* A simple game where the player avoids obstacles to set a high score.

**Project Name:** Cosmos Crusher
Team Lead Ryan Garcia BSGD
1. Kody Fike BSGD
2. Eduardo Flores BSGD
3. Trenton Arndt BSCS

*Project Description:* Cosmos Crusher is a bullet hell, space shooter game in which the player takes control of a ship to eliminate all enemies. Enemies consist of several tiers. The player advances to the next tier by running into an enemy of the tier higher than them to take the enemy’s ship for his/her own. The game concludes with a boss fight in which the player can swap his/her ship's color to avoid damage.
**Project Name:** DoodleLand  
**Team Lead:** David Kramer, BSCS  
**Project Description:** DoodleLand is a simple platformer style game, where the player is responsible for drawing walkable paths to navigate around obstacles in various worlds to advance further into the game. The main objective is to be able to complete each world as quickly as possible, using a combination of good navigation and quick timing. The player will also have the option of creating and playing worlds of their own using the built in level editor.

**Project Name:** Dungeon Crawler  
**Team Lead:** Brandon Slade
- Khalid Sabry  
**Project Description:** A 3D, procedurally-generated, massively-multiplayer online dungeon crawler built from the ground up. Each aspect of the game was tailored to challenge us and strain our problem-solving abilities. Developed in C# and designed for Windows, the game is simple but easily extensible. In the future, we plan to continue to develop the dungeon generation and game content, adding a custom A* pathfinding implementation for enemy artificial intelligence, adding music and audio, and eventually developing our game to the point that it could be sold extensible.

**Project Name:** Dungeon Diver  
**Team Lead:** Joshua Stephens  
**Project Description:** Dungeon diver is a procedurally generated dungeon crawler with rogue like elements. The goal of the game is to move through the forests and caves collecting as much gold as possible before dying. It uses touch screen controls for movement and attacks. I made this game in the Unity game engine as the final project for my Mobile Game Development class.

**Project Name:** Sharp Shooter  
**Team Lead:** Mario Molina, BSWD  
**Project Description:** Play as a ship with the ability to shoot lasers and survive as long as possible against enemy ships.

**Project Name:** Galaxy Rush  
**Team Lead:** Kyle St.Amant
- Juan Aguilar  
**Project Description:** Humanity has spread out from its home planet, Earth, and colonized other planets. The player takes on the role of a pilot sent by the United Space Command to investigate a malfunctioning communications beacon that has drifted into the unknown reaches of space, inhabited by the unknown. Galaxy Rush is a fast-paced remake of the arcade space shooter, Galaga, with several new mechanics. The most notable difference is the three colors of enemies and player lasers: red, green, and blue. Lasers can only damage enemies of the same color, creating an extra layer of challenge for the player. Upon selecting the normal game mode, the player is presented with four difficulties: easy, normal, hard, and insanity. The player advances through waves of enemies until they reach the satellite, and encounter the boss. The boss of Galaxy Rush’s normal mode possesses an ability that makes it unique from the other enemies: the ability to change its color. In the endless game mode, the player fights through increasingly difficult waves and periodic bosses, which can have additional abilities or behaviors.
**Project Name:** Humble Beginnings  
**Team Lead:** Austin Caliedo  
**Project Description:** Humble Beginnings is a pixel based, Action, Sci-Fi, Fantasy RPG created in GameMaker Studio. The game is about a lone survivor from another dimension who loses his memory and ability to use his powers. While leading a normal life, his dimension is threatened by a demonic space armada ruled by demi-god. Their mission: To destroy this dimension and hunt the lone survivor. He or she must take action and fight for the safety of his dimension while making game impacting decisions. With a beautiful story and nostalgic graphics, Humble Beginnings will be a memorable game. GameMaker Studio is an application that I picked up pretty quickly. It uses the IDE Ruby which mainly focuses on scripting with light coding. The art and sprites were a mix of online assets and crafted using another application, GraphicsGale which is useful for creating pixel sprites and tiles. One of the challenges I had from the beginning was trying to get used to GameMaker's UI. It was big switch from Java’s Eclipse IDE. Another challenge was trying to learn scripting, it’s quite a change from traditional Java code for all.

**Project Name:** Neon Pinball  
**Team Lead:** Wyatt Hite  
1. Jayson Hymas  
**Project Description:** A modernized digital version of classic pinball games, written using Java and the ACM Graphics library.

**Project Name:** Pixels (Pac-Man Tribute Project)  
**Team Lead:** Trevor Sifton  
**Project Description:** Pixels is a Pac-man tribute that attempts to faithfully recreate the original game released back in 1980. It utilizes a cross-platform Java based engine called LibGDX which allows me to easily port the game to multiple platforms and devices including Web Browsers, iOS, and Android.

**Project Name:** Pokemans  
**Team Lead:** Nick Magin  
1. Shane Burns  
2. James Borg  
**Project Description:** For our project, we have decided to remodel one of the most well known worldwide RPGs: Pokemon, and attempt to recreate this game in java under a slightly different name. Our project will boast two different "modes" the world traversing mode in which a trainer will traverse the set world we have created beforehand, full of trainers, healing centers, and tall grass, and the battle mode, in which trainers face off in a climatic Pokemon turn based battles until all Pokemon on either side are defeated. Trainers can catch and raise their Pokemans to battle and face of against AI opponents.

**Project Name:** ROBAS  
**Team Lead:** Joshua Russell  
1. Nathan Morley  
2. Traven Iliff  
**Project Description:** Procedural generated Doom-esc shooter.
**Project Name:** Robotic Combat  
**Team Lead:** Tyler J Wharton, BSIS  
**Project Description:** Robotic Combat is the base of an Indie real time strategy game developed in JavaFX. It's primary feature is the use of customizable robots in real time strategy style engagements.

**Project Name:** Tale of Nyxs  
**Team Lead:** Ricardo Murador, BSIS  
1. Kimberly Lee, BSGD  
**Project Description:** The Tale of Nyxs is a game we've coded solely in Java using ACM Graphics. To beat the level you must reach the end without being killed. Using the A, W, S, D, and Space keys navigate Nyxs through the level and collect the egg at the end. If you die you'll be sent to the beginning of the level to try again. Our story takes place in Kelbrin where monsters live out their everyday lives. Nyxs the young Synx has been left to watch over his mother’s eggs while she is away. Later that day Nyxs leaves the room only to return and find an egg is missing. Play as Nyxs while he ventures out to find the missing egg.

**Project Name:** Un-Fur-Tunate Events  
**Team Lead:** Danyon Guthrie - Lewis, BSGD  
**Project Description:** Unfуртunate Events is a simple game where the player controls a cat in a house, looking for an object to knock onto the floor. It is made in unity, and all of the art was made in MS Paint, giving it a light hearted feeling, while aspects of the background tell a deeper story of the cat owner and their life.

**NON-GAMING PROJECTS**

**Project Name:** Drive My Car  
**Team Lead:** Ming Slogar, BSCS  
1. Ming Slogar, BSCS  
2. Jacob Ouellette, BSCS  
3. Jacob MacDonald, BSCS  
**Project Description:** Take control of an RC car using the chat system on our website. WEBSOCKETS.

**Project Name:** MOODME  
**Team Lead:** Jordan Maddocks, BSCS  
1. Tyler Peach, BSIS  
2. Daniel Nunez, BSGD  
**Project Description:** A mood app that will either allow to to choose a static mood or deduct from a series of questions that will determine the perfect mood. Once obtained it will show a screenshot and start playing music themed towards that mood.
Project Name: Music Emulator
Team Lead: Mason Campbell BSGD
1. Sophie Wargo BSCS
2. Hieu Vo BSCS
Project Description: For our project, we designed a emulator that allows you to play different notes of instruments through clicking keys in a Swing application.

Project Name: Piano Power
Team Lead: Benjamin Goff BSCS
Project Description: My project reads a MIDI file and turns it into an interactive interface where you can learn how that song is played on the piano. It teaches what notes to be played for how long and keeps track of how well you're doing with a combo and score.

Project Name: Plumbus Bot
Team Lead: Chris Blake BSCS
1. Tyler Berry BSCS
2. Cody Clawson BSWD
3. Carver Anglin BSCS
4. Enoch Finley BSCS
Project Description: Our program moderates the IRC chat of different broadcasting channels on Twitch.tv. Any streamer that wishes to have their chat moderated automatically can use our bot. We have our own website that displays the channels information depending on who logged in, as well as a lot of other functionalities that streamers will find useful.

Project Name: Poker Runner
Team Lead: Kyle Luke BSCS
1. Mary Shultz BSCS
2. Randy McClure BSIS
Project Description: This is an application that takes in a player's name, email, phone number, and a set of seven cards. The application then evaluates the best possible five-card hand and ranks each player in order of best to worst hand.

Project Name: SecretFudeRecipeGo6
Team Lead: Selina Harshbarger BSCS
1. Landon Hirschi BSCS
2. Matthew MacDonnell BSGD
3. Austin Withers BSCS
4. Arush Bazaei BSCS
Project Description: A web application that stores recipes inputted by users and then allows you to search for recipes, follow other users, or create a recipe box with your favorite recipes.

Project Name: Solar System
Team Lead: Jacob Dauterive BSCS
Project Description: Solar System rotation as it travels through the universe.
Project Name:  WiFi Controlled Car

Team Lead  Devin Wall  BSCS
1. Robert Alter

Project Description: A WiFi controlled Rc car that is powered by the Particle Photon WiFi development board.