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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

**Data Structures & Algorithms for Games & Simulation II**

**IGME 309, 2016-17 Spring**

**Milestone 1 evaluation**

**Due: Sunday April 16th (11:59pm)**

**Project: Paradox Billiards**

**Team: Dark SOLZ**

**Repository Address: https://github.com/1red2blue4/Paradox-Billiards**

**Members: (Last names SORTED in alphabetical order)**

**Lowery, Daniel**

**Obeldobel, Mark**

**Schweigardt, Mathew**

**Zetterlund, Luke**

**Milestone 1 results:**

**Thus far we have cleaned up an old file and managed to get some clean functionality for the user to rotate multiple objects as if it were a clump. Currently, it looks like zombies are synchronized swimming.  
  
Unfortunately, we were not able to figure out how to load custom models and thus could not “set the scene.” Though it does have some of the functionality we were looking to start with. Admittedly, it’s not nearly as much as I would like to have by now.**

**Milestone 1 TEAM self-evaluation:**

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**Although we fell short in reaching the goals for this milestone, we were provided a limited and also non-optimal time to work on the assignment. Many team members were on holiday and we did not have a great opportunity to work on the assignment.**

**Milestone 2 goals:**

**By this point, we should have the scene fully set, with lighting, ambient skybox, and real models. Additionally, we hope to add to the user-functionality with the tables, and start working on physics for the balls.**