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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, 2015 Spring**

**Final Milestone evaluation**

**Due: Wednesday May 10th (11:59pm)**

**Project: Ballin Maze**

**Team: Bowling for Soup**

**Repository Address:** [**https://github.com/smendez93/Ballin-Maze**](https://github.com/smendez93/Ballin-Maze) **(branch “working”)**

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

**Collin, Aaron**

**Gladysz, Eric**

**Mendez, Sharlene**

**Wessen, Julia**

**Final Milestone results:**

**For this Milestone we finally implemented collision via quad trees. We also added in the collision resolution and physics via the ball materials. We also managed to get our UI functioning. We agreed as a team to abandon the skybox. The other ball materials have been textured and are implemented and switch when you press the buttons. We also have a toggle for the quad trees.**

**Final Milestone TEAM self-evaluation:**

**100**

**Project self-evaluation:**

**100**

**Post Mortem:**

**Overall our team managed to work together effectively. There were rocky moments and times where we couldn’t agree. However, we managed to reach all of our project goals and get the job done. Everyone found ways to contribute to the project. For future projects, distributing work fairly and effective communication will be things that we as individual team members will strive for.**