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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, Final Project**

**Milestone 1 evaluation**

**Due: April 8th 6:00pm**

**Project: Triple D Platformer Project**

**Team: God Help Us**

**Repository Address: https://github.com/GuglielmoB/Simplex\_2185/tree/master/3DPlatformerProject**

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

**Charles, Ulijah**

**Guglielmo, Brandon**

**Milestone 1 results:**

**The player, movement, and collision all seem to be in working order. I had originally slated jumping for this, and originally wanted to put the player in as an extension of rigidbody, but instead I decided just using an entity would be better (the project’s starting code is ripped shamelessly from Octree). Jumping is generally reliant on collision resolution to detect when they player should be able to jump and when they should fall, so I think it’s fair to move that to the next milestone, as otherwise it would just be updating the Y without much of anything else. The player has no animations at this point, and that’ll probably be the last thing implemented.**

**Milestone 1 TEAM self-evaluation:**

**With collision and player being implemented and counting those as the only goals, 100. If we count the original goal of also including jumping, 90.**

**Milestone 2 goals:**

**At the end of this milestone, we expect to have the player not being able to phase through platforms, jumping, and an actual level somewhat constructed.**