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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 2 evaluation**

**Due: April 17th 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 2 results:**

**We implemented player collision fairly solidly, things are able to be pushed by the player, and the player can jump. At the time of the first turn in, we don’t have the player only able to initiate a jump when they’re on the ground, but that’ll come relatively quickly. Standard camera controls have still not been implemented, but while working on the extra credit, I had to do that for the Unity Camera, so that’ll be fairly easy. We have not laid out an actual level yet, and I now think that fits 3 more.**

**Milestone 2 TEAM self-evaluation:**

**I’d give us a 90 on our goals, as we met most of them.**

**Milestone 3 goals:**

**Implementing a mode with a crazy amount of platforms so the effects on performance of the spatial optimization can be seen, potentially unloading falling platforms when they fall a sufficient distance away from the player. Implementing 3D Platformer camera controls.**