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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 3 evaluation**

**Due: April 24th 6:00pm**

**Project: 3D Platformer Project**

**Team: God Help Us**

**Repository Address: https://github.com/GuglielmoB/Simplex\_2185**

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

**Charles, Ulijah**

**Guglielmo, Brandon**

**Milestone 3 results:**

**At time of submission, I haven’t received what Ulijah was working on so I can only speak for what I’ve been working on, which is spatial optimization and the camera. I have spatial optimization implemented in that if you press F2 it adds more cubes, and it adds more each time. I’ve also added the increment and decrement subdivisions from the octree project. I originally was also going to have the camera changes in with this, but implementing that has had some bugs that I don’t feel good submitting as they are now.**

**Milestone 3 TEAM self-evaluation:**

**Based on the goals in the previous milestone, I’d put us at an 80. I don’t think we’ve done nearly as much as we wanted to as we’ve been plagued with issues. Not having much time to actually physically meet nor being able to actually meet in class to attend has also been an issue.**

**Post-Mortem:**

**At the end of the final milestone next week, I plan to have the camera and a level with a win condition implemented. Some cubes will be falling cubes.**