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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 Fall**

**Milestone 1 evaluation**

**Due: Sunday November 08th (11:59pm)**

**Project: Manta Race**

**Team: Ray Casters**

**Repository Address: https://github.com/JeremyAstolfi/Manta-Race**

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

**Astolfi, Jeremy**

**Bowden, Blair**

**Gaido, Ryan**

**Leadley, Michelle**

**White, Austin**

**Milestone 1 results:**

**Laser fires, manta ray controls, ray casting static class, more art, crosshair wired to mouse position.**

**Milestone 1 TEAM self-evaluation:**

**90, Got more done than originally expected, however models could not be loaded due to some strange unknown difficulty. Some of the functions don’t work the best, but that’s what the next 3 Milestones are for.**

**Milestone 2 goals:**

**Fix crosshair movement, fix model loading problem, get laser to fire correctly into center of crosshair from manta ray position. Get placeholder enemies to fly by manta ray, collisions if time permits. More advanced ray casting technology.**