|  |  |  |
| --- | --- | --- |
|  | **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 3 evaluation**

**Due: December 2**

**Project: Manta Race**

**Team: RayCasters**

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

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

**Astolfi, Jeremy**

**Bowden, Blair**

**Gaido, Ryan**

**Leadley, Michelle**

**White, Austin**

**Milestone 3results:**

**Enemies spawn, and move towards screen. They move towards manta when they get close and can collide to deal damage to the manta. Manta has health which is tracked with onscreen UI, also there is a timer we can use for a win condition later. More models were added.**

**Milestone 3 TEAM self-evaluation:**

**100**

**Milestone 4 goals:**

**Manta attacks enemies. Scoring, win/lose conditions. Powerups stretch goal. Enemies models don’t spawn in the middle of the screen.**