**Data Structures & Algorithms for Games & Simulation II**

**IGME 309, Final Project**

**Milestone 1 Evaluation**

**Due**: Nov 12, 2019 6:00 PM

**Project**: Scribble Hop

**Team**: Scribble Hop

**Repository Address**: <https://github.com/MLaurentys/dsa2-Project.git>

**Members**: (Sorted alphabetically by last name)

Diaz, Diana

Laurentys, Matheus

Ly, Patrick

Takacs, David

**Milestone 1 Results:**

* Set up Simplex framework on our repo
* Primitive shapes code set up
* Finished determining most of our future milestone goals

We originally planned our milestone goals based off the due dates that were originally on the dropbox. However, since those were changed and the time between the Project Definition and Milestone 1 greatly decreased, we had to change it up at the last minute. We set up our Simplex repo and have code ready for primitive shape generation. The bulk of our goals for what we want the project to be have been established, but which goal being accomplished at which milestone is a little too early to say.

**Milestone 1 Team Self-Evaluation**:

90 / 100

We finished most of what we set out to do, despite the sudden due date change that threw off our initial plans.

**Milestone 2 Goals**:

* Decide on whether or not we want enemies / a shooting mechanic
* Instantiate models and rigid bodies for Player, Two Platforms, Play Area, and Drop Zone
* Collision Detection (Player to Platform, Player to Walls, Player to Drop Zone)
* Player Movement (Left/Right, Forward/Back, Jumping)
* Start/Pause/End Menu (Templates)