|  |  |  |
| --- | --- | --- |
|  | **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 2 evaluation**

**Due: Wednesday November 18th (11:59pm)**

**Project: Dino Laser**

**Team: ShockwaveMicrowave**

**Repository Address:** [**https://github.com/QRayarch/DinoLasers.git**](https://github.com/QRayarch/DinoLasers.git)

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

**Fediaczko, John**

**Fobare, Matt**

**Linder, Alec**

**Wendling, Kaelyn**

**Milestone 2 results:**

**We got everything we wanted done. We have a component system, player movement, ground collision and camera movement. Shooting was added in this milestone, which was planned for the next milestone.**

**Milestone 2 TEAM self-evaluation:**

**100**

**Milestone 3 goals:**

**Basic gameplay, destroyable crates, collectables.**