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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 3 evaluation**

**Due: Sunday November 29th (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 3 results:**

**All goals were completed. We got done shooting creates. The crates react when shot. The crates are destroyed when shot enough. The mouse stays in the center and rotations are better. Collision resolution with player and crates somewhat, some cases need to be ironed out more (will be disabled for presentation).**

**Milestone 3 TEAM self-evaluation:**

**100**

**Milestone 4 goals:**

**We want walls, mines and spaghetti to drop when the crates are destroyed. Win lose conditions. Optimize code.**