**Due:** Wednesday November 28th (12:59 pm)

**Project:** Frogger

**Team Name:** Team Frogger

**Repository Address:** <https://github.com/Sizzle65/Frogger>

**Members:**

Sam Belisle

Shawn Clark

Peter Geaslin

Lucas Nichols

**Milestone 2 Results:**

This milestone we were able to complete everything we had planned with plenty of time to spare, and even added in some extra stuff that we will continue to build on for the next milestone. The things we finished were the collision resolution, which was basic level resetting and death counter incrementation, and the overall view of the game. We made it actually look like a game, with a clear boundary of play and obstacles to avoid.

As for what went wrong, we decided to scrap the platform mechanic from the overall design of the game, as we decided it was unnecessary for the requirements and just added extra work for the sole sake of making it more like an actual game. You could argue that this is both good and bad, but as we didn’t have anything else go “wrong”, there isn’t much else to say about the bad.

The only thing that could have been done better was starting the work before Monday, but we ended up getting it all done by Tuesday night anyways so it wasn’t much of a problem.

**Milestone 2 TEAM Self-Evaluation:**

I believe we scored a solid 100 on this milestone, as we met all of our important goals.

**Milestone 3 Goals:**

Our goals for the next milestone revolve around adding spatial optimization. In doing so, we will also be adding a lot more car objects, making the board MUCH larger, possibly increasing the speed and variance of the cars, and having the camera follow the player as they move throughout the level. Another small thing we need to do is lock player movement inside the grid, because as of milestone 2 the player can move anywhere on the screen. We will also include a toggle for spatial optimization, to easily show how effective it is in regard to the FPS count.