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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 Spring**

**Final Milestone evaluation**

**Due: Wednesday May 11th (11:59pm)**

**Project: Birb Crane**

**Team: Borb**

**Repository Address: https://github.com/borbsGame/craneGame**

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

**Carrobis, Greg**

**Granville, Chris**

**Navarro, Karen**

**Smith, Madison**

**Final Milestone results:**

**Birbs bounce correctly, and win/lose states work exactly as they should. The SAT collision check also works correctly. The game has several different models with textures. However we ran into some problems with implementing octree, where it causes the game to lag slightly and only collides with the centers of objects. We’ve implemented an optimized mode toggled with o to show the difference between octree and brute force.**

**Final Milestone TEAM self-evaluation:**

**90 – We have birbs that bounce and win/lose states, but our collision optimization is a little shaky and causes the game to lag.**

**Project self-evaluation:**

**[Give your whole project results a grade from 0 to 100 based on the goals defined in the original document]**

**95 – We met all the requirements we set for implementing detection and resolution, but fell a little short with optimization. In the end, we created a fun game that is more or less exactly what we set out to make.**

**Post Mortem:**

**Overall the project was a success. We accomplished all of our goals in a timely manner and ended up with a game that was fun and polished. Work was shared fairly evenly across the team. We had our collision detection and game mechanic early on so we could spend more time on optimization and bug fixing, and our game was simple enough that we could not be overwhelmed with things we wouldn’t be graded on. Also, our textures look great!**

**However, we probably should have started work on each milestone earlier in the weekend rather than rushing. Our code could also use better organization and more comments.**