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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**

**Milestone 1 evaluation**

**Due: Monday April 18th (11:59pm)**

**Project: Birb Crane**

**Team: Borb**

**Repository Address: http://github.com/borbsGame/craneGame.git**

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

**Carrobis, Greg**

**Granville, Chris**

**Navarro, Karen**

**Smith, Madison**

**Milestone 1 results:**

**Have base birb and nest model; will need to add textures and different models at later date. Small prey birbs generate randomly along the X axis. The player can move the falcon body using the left and right arrows and control the leg using the up and down arrows.**

**Milestone 1 TEAM self-evaluation:**

**95, crane leg mostly works and we have models and controls.**

**Milestone 2 goals:**

**Make the falcon leg scale and stretch rather than translate. Add collision detection between the falcon leg and other birbs. Implement entity classes and create a better entity manager.**