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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 May 2(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 3 results:**

**SAT is integrated into our collision detection. We have moving hawks that go from side to side based on a constant velocity. The falcon can pick up and drop birbs which will fall to the ground. Birbs will also drop if the claw is hit by a hawk.**

**Milestone 3 TEAM self-evaluation:**

**95, birbs don’t quite bounce but the capability is there**

**Milestone 4 goals:**

**Make the birbs bounce, keep track of points, integrate collision optimization (grid or octree), win or lose**