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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: [Insert project name here]**

**Team: [Insert team name here]**

**Repository Address: [Insert URL here]**

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

**[Last, First]**

**[Last, First]**

**[Last, First]**

**[Last, First]**

**Final Milestone results:**

**[Compared to your goals for this milestone what went right, what went wrong, what do you think you could have done better]**

**Final Milestone TEAM self-evaluation:**

**[Give your milestone results a grade from 0 to 100 based on the goals defined in the previous document]**

**Project self-evaluation:**

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

**Post Mortem:**

**[Talk about your project, what went right, what went wrong, what do you think you could have done better, what could have improve your overall workflow]**