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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, 2016-17 Spring**

**Milestone 1 evaluation**

**Due: Sunday April 16th (11:59pm)**

**Project: Collision Simulator**

**Team: [TEAM\_NAME]**

**Repository Address: https://github.com/cbrown3/DSA2-Project**

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

**Brown, Christopher**

**Carmi, Danielle**

**Labarberia, Michael**

**McMahan, Joshua**

**Milestone 1 results:**

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

**Milestone 1 TEAM self-evaluation:**

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

**Milestone 2 goals:**

**[At the end of this milestone we would have “x” ready]**