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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**

**LaBarbiera, Michael**

**McMahan, Joshua**

**Milestone 1 results:**

* **We got our team organized and sent the project to everyone.**
* **We added a bunch of models to the project.**
* **We set the default camera mode to the orthographic Y position.**
* **We altered the controls so you can move in different directions depending on the camera angle.**
* **We programmed in the ability to change the model being displayed.**

**Milestone 1 TEAM self-evaluation:**

**We did fairly well for this milestone. We did set our expectations a little low, so we didn’t have much to do; Chris took the lead for code, although we all chipped in with suggestions on how to proceed.**

**We all agreed to give ourselves a 90.**

**Milestone 2 goals:**

* **We need to add custom models to the program.**
* **We need a ground to land on.**
* **We definitely need a physics system.**