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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 2 evaluation**

**Due: Sunday April 23th (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, Josh]**

**Milestone 2 results:**

**We switched the base of our engine to reflect more like the current ReEngine to fix some issues we were having. We added a physics system, and fixed model loading.**

**Milestone 2 TEAM self-evaluation:**

**85, because we finished all our goals, but only in theory; we could not load in our engine due to linker errors.**

**Milestone 3 goals:**

**Create an environment where you can interact and showcase the physics (i.e. jumping, collision reaction, sliding down slopes, etc.)**

**Consider adding forms to add other models**

**Mass for models**