|  |  |  |
| --- | --- | --- |
|  | **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:**

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

**Milestone 2 TEAM self-evaluation:**

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

**Milestone 3 goals:**

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