|  |  |  |
| --- | --- | --- |
|  | **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, Final Project**

**Milestone 1 evaluation**

**Due: April 8th 6:00pm**

**Project: Shepherd**

**Team: Team Shepherd**

**Repository Address:** [**https://github.com/cmr6117/DataStruc2Project**](https://github.com/cmr6117/DataStruc2Project)

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

**Rego, Christian**

**SanGiovanni, Mike**

**Visconti, Nick**

**Waring, Rowan**

**Milestone 1 results:**

**We completed all the goals we set out for Milestone 1, generating the basic terrain, getting player input and movement in, generating and placing a bunch of entities (which will later become sheep and wolves) with basic collision detection in.**

**Milestone 1 TEAM self-evaluation:**

**Milestone Results Grade: 95 - while we met all of our goals, we realized that proper collision detection was perhaps expected, we intitially planned to do it for Milestone 2 to begin with.**

**Milestone 2 goals:**

**At the end of Milestone 2, we hope to primarily have our radius collision detection as well as collision resolution in, as well as movement patterns for the non-player entities, as well as perhaps as stretch goals: adding in the fence/pen area and logic associated with that, as well as setting entity models to their respective types.**