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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, Final Project**

**Milestone 1 evaluation**

**Due: April 24th 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 3 results:**

**The main goal for this milestone was of course implementing our grid-based spatial optimization, and we have mostly completed it. The grid is created, logic is setup for each grid 'cell' to calculate collisions as it should, we're able to toggle between using this grid optimization and going unoptimized again, and we're very close to the underlying implementation of having entities know which cell they are in - thus tying it all together. As of writing this document, it's not fully implemented based on these last few loose-ends to tie up.**

**Additionally, we finalized collision detection using SAT, as a holdover from last milestone.**

**Milestone 3 TEAM self-evaluation:**

**Milestone Results Grade: 75 - We successully completed most crucial work we wanted to finish from Milestone 2, as well as our Grid-based spatial optimization nearly fully implemented. However, due to the circumstance that we didn't fully make get Grid things in as well as a couple other, smaller Milestone 2 holdovers before the deadline, and the potential for a bit of cleanup to do in terms of making sure things are where they should be and act as they should, we feel that we've largely missed the critical aspect to the milestone, as we had wanted to have this all working before the deadline - leaving polish things for this following week.**

**Post-Mortem:**

**At the end of this final official Milestone, we feel we've came up a bit short on where the project should be by now. In it's Milestone 3 submission state, the Grid optimization isn't used yet (it's close), sheep don't wander or run away from wolves (very close as well), not to mention that we're still using the Minecraft models for these things, and there's a few small issues with collision resolution that take away from it a little. Naturally, all these things we would've liked to have had all finalized by the Milestone 3 deadline, but as it is now, we're going to have to rectify any persisting issues during this last week leading up to the final submission.**