|  |  |  |
| --- | --- | --- |
|  | **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: Paradox Billiards**

**Team: Dark SOLZ**

**Repository Address: https://github.com/1red2blue4/Paradox-Billiards**

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

**Lowery, Daniel**

**Obeldobel, Mark**

**Schweigardt, Mathew**

**Zetterlund, Luke**

**Milestone 2 results:**

**We created all the UI we had hoped and then some. You can control the scene in a number of very comfortable ways. It fits a theme and looks half-decent. The only shortcoming of it is that it does not implement too many true algorithms at this point. We did not get to work on ball physics and definitely need to fiddle with the background.**

**Milestone 2 TEAM self-evaluation:**

**93**

**We achieved our goals for this milestone, which was a lot of work. We did not achieve much in terms of algorithms, which is the intention of the course, but have displayed a good grasp on using the engine to create a comfortable UI for users.**

**Milestone 3 goals:**

**By the next milestone we want to have the physics of the billiards balls working. This is the heftiest task and will combine algorithms of circular and rectangular collision.**