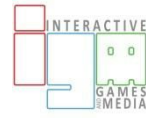**Rochester Institute of Technology**
Golisano College of Computing and Information Sciences
School of Interactive Games and Media
2145 Golisano Hall – (585) 475-7680

Data Structures & Algorithms for Games & Simulation II
IGME 309, 2015 Fall
Milestone 1 evaluation

Due: Sunday November 08th (11:59pm)

Project: Pokeman Safari

Team: Off the Rails

Repository Address: https://github.com/ilanisakov/RailShooter

Members: (Last names SORTED in alphabetical order)

Isakov, Ilan

Kurtz, Martin

Spencer, Mary

Milestone 1 results:

Substantial work was done on the base environment object, but it wasn't fully implemented in the engine. This will be fixed for the next milestone. We feel like we have a good base laid out for our code structure that provides flexibility as we move ahead with more functionality. One of the things we could improve on is working on things sooner and planning ahead better.

Milestone 1 TEAM self-evaluation:

Grade: 80/100

We were able to get the basic template of code laid out, and we created a basic terrain, however we ran into problems with displaying the terrain so we had to disable it for now.

Milestone 2 goals:

At the end of this milestone we aim to:

● Represent Pokemans & Pokecubes as basic primitives (at a minimum)
● Implement collisions between stationary Pokemans & Pokecubes
● Implement a moving rail camera (path following)