**Milestone 1 evaluation**  
  
**Due:** Sunday April 16th (11:59pm)  
  
**Project:** **Love Invaders**  
  
**Team:** JUMs  
  
**Repository Address:**  
[**https://github.com/mcs2515/Love-Invaders**](https://github.com/mcs2515/Love-Invaders)

**Members:**  
**Levey, Sam**

**Mato, Jordan**

**Smith, Megan**

**Spinelli, James**  
  
**Milestone 1 results:**

**What went right:**

We got Basic UIlabels to work. We also went ahead and made a GameManager class that will take care of the game loop, win and lose states. It still needs a lot of work as we will be creating more functions to draw our objects to the screen, detect collisions, and to destroy objects.Our player draws to screen but doesn't move correctly.

**What went wrong:**

We wanted our player class to be a singleton, that added errors when we tried to run our project. So we had to convert it to a normal class. Since we tried to fix this issue, it left us with no time to test if the bullet, and enemy classes are are working right.   
  
**Milestone 1 TEAM self-evaluation:**  
  
**85** - we coded most of the back-end code and didn’t focus enough on getting our objects to display on screen .  
  
**Milestone 2 goals:**

* Fix our error and get all our objects to draw to screen and moving correctly
* Add collision to at least one object of a class.
* GameManager creates and destroys objects based on collision
* Game loop is in use