**Milestone 2 evaluation**  
  
**Due:** Sunday April 23th (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 2 results:**

**What went right:**

Finally got the player singleton class to work without any linker errors. We got player movement working a lot better than it was during milestone1. An enemy renders to screen and moves back and forth on screen. A bullet appears when the player presses spacebar and the bullet bounces back up. The game is at an almost isotopic view (we are just missing a top-down view). We have some basic collisions code in our game.

**What went wrong:**

We spent too much time on figuring out how to fix linker errors with the player singleton class. The communication in this milestone was bad compared to last milestone; making it hard to know what was done and what needs to be done in order for other teammates to do what they need to do. We did not get the game loop to function yet just because we got behind on other task for this milestone.

**Milestone 2 TEAM self-evaluation:**  
  
  
  
**Milestone 3 goals:**

* Fix the isotopic view
* Render multiple enemies and bullets on screen
* Functional game loop