**Milestone 3 evaluation**  
  
**Due:** Sunday April 30th (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 3 results:**

**What went right:**

We got collision to work between bullet and enemies. When a bullet hits the enemy, the bullet and enemy are destroyed on screen. Collision also works when the bullet bounces back up and collides with the player; allowing the player to recollect their bullet. We were also able to render multiple enemies to screen that randomly chooses one of the four bunkers on screen to move to.

**What went wrong:**

When player shot a bullet the game would immediately break. The issue was that as the engine was checking for collision between enemy and bullet, it was also checking collision between bullet and player and that for some reason crashed the game. The moment the player shot a bullet, it was already colliding with the player. Also, there might have been an out of range issue too with the bullets. This got fixed.

**Milestone 3 TEAM self-evaluation:**  
  
  
  
**Milestone 4 goals:**

* Main Menu, Pause Menu, Game Over Menu, Replay/Next Level screens
* Replace primitives with models
* Advanced enemy AI
* Better UI Layout