**Milestone 4 evaluation**  
  
**Due:** Wednesday May10th (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**  
  
**Final Milestone results:**

**What went right:**

Game states work. We have octree implemented. We use a heart model for the bullets.

**What went wrong:**

Loading models like the steve model came with complications. We waited last minute to solve some of these loading model issues.

**Final Milestone TEAM self-evaluation:**

90 -We waited last minute to polish our game. Game could have looked better aesthetically.

**Project self-evaluation:**

90 -We got all of our game mechanics in. We have a moveable player and moving enemies. Players can shoot bullets that interact with the enemy objects. There is win conditions and a lose condition. There are game menus that allows the players the power to choose if they want to play the game or not. The game doesn't look as nice as it could have.

**Post Mortem:**

There are several bugs in our game that have not been solved. We waited last minute to do anything. We were just all busy with millions of other projects. However we did reach most of our goals for each milestone. If we could redo this project from the start, we would assign each team member agendas for the current milestone that did not depend on other team members code. Meeting more often as a team would also help with the overall work flow for this project.