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|  | **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 Spring**

**Final Project Definition**

**Due: Sunday April 10th (11:59pm)**

**Project: Space Debris**

**Team:** Ice Cream Indulgence

**Repository Address: https://github.com/sml5527/Space-Debris**

**Members: (Last names SORTED in alphabetical order)**

**Chuman, Mario – Rainbow Sherbert**

**Harper, Alex – Triple Caramel**

**Lewis, Stefen - Chocolate**

**Morris, Jason - Vanilla**

**Project Description:**

The player controls a vehicle that moves down a tunnel towards a goal and has to push obstacles out of their way with projectiles.

**Project objective:**

**Goals for this project:**

* **A vehicle that has user control along the X/Y axis**
* **Fire projectiles with mouse controls**
* **Randomly generated obstacles that move towards the player**
* **Collision detection and physics interactions between projectiles and obstacles**
* **High score functionality**

**Milestone 1 objective:**

**Functional controls, basic models, basic collision with set obstacles**