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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 Fall**

**Milestone 2 evaluation**

**Due: Wednesday November 18th (11:59pm)**

**Project: City Plane**

**Team: Los Acantilados de Dover**

**Repository Address: https://github.com/tgbonin/cityplane**

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

**Bonin, Timothy**

**Huffman, Alex**

**Tom, Joel**

**Westover, Conner**

**Milestone 2 results:**

**Overall, things went very smoothly for this milestone, but we made the mistake of aiming a bit too low for this milestone. We finished what we needed to quite quickly which made us a little less productive than we could have been. Overall though, we had a good milestone and we’re definitely on track**

**Milestone 2 TEAM self-evaluation:**

**100/100 – We added in the plane model and created a player class which gave us more control over it than we had previously. We also made the camera follow behind the player and tweaked some of the controls more. We also implemented the updated collision detection methods allowing us to use the SAT detection. In addition, we also started implementing a way to add buildings to the scene quickly and without the need to constantly load the same model.**

**Milestone 3 goals:**

* **(maybe) Upgrade to the newest complete version of the engine to allow for fbx use and animation for the plane’s propeller**
* **Add more to the cityscape**
* **Add a target model**
* **Start implementing game states / collision resolution**
* **Implement more into the player object (time, score, etc)**
* **Ground / Skybox**
* **Controller support?**
* **Camera/plane smoothing**