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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 3 evaluation**

**Due: Tuesday December 1st (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 3 results:**

**We had a very productive milestone this week and the game is really starting to come together. We got many small things done which added up to a nice looking product that is actually somewhat nice to look at compared to last week’s milestone. The biggest improvements include the upgrading of the game to the newest version of the engine, smoothing the player’s follow camera, and starting the implementation of game states. We also did a few other small things that overall fulfilled our goals for this milestone.**

**Milestone 3 TEAM self-evaluation:**

**100/100 – As mentioned in the results, we hit all of the goals that we wanted to hit for this milestone, and the game is coming along very nicely. Everyone contributed equally and we had no trouble with splitting up the work into different parts that we could all work on in the same time to make completing it efficient.**

**Milestone 4 goals:**

* **Add in player shooting and bullets**
* **Bullet collisions with targets to destroy them**
* **Player collisions with buildings**
* **Working on OctTree**
* **Continue on Game States and Score**