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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 4 evaluation**

**Due: Friday December 11th (11:59pm)**

**Project: Target City**

**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**

**Final Milestone Results**

**This was a very big milestone for us and we got quite a bit finished. We added in a lot of different features and the game now actually feels like a game. We added much more to the scene and added in definitive scoring and objectives. Overall, the milestone went pretty smoothly, but there were some problems with the bullets and implementing the octree. We were pretty hard pressed at the end of this project, and if we had another few days, we feel like we could have added a decent amount of polish. Overall, we are happy with where we ended up.**

**Final Milestone TEAM self-evaluation:**

**85/100 – As mentioned in the results, we hit most of the goals we had set out for this milestone, but there was some overall problems. The bullet system still does not exactly work properly, and the octree setup doesn’t entirely work so we had to disable it. We did implement a tag system for collision detection however with makes things run very smoothly. Again, if we had a little more time it would have been more polished but overall we’re ok with how things ended up.**

**Project self-evaluation:**

**85/100 – Overall, we’re happy with where we ended up with this project. We have something that feels very much like a game that is nice to look at and has all of the various elements that a game should have. We met the wide majority of our goals that we had set out from the beginning, but we also put in some additional stuff that we hadn’t planned on. However, one of the main things that we wanted from the beginning that didn’t quite make it was the player shooting. We have the system half working, but it’s not at the point that it needed to be at. Additionally, our spatial optimization is not fully implemented into the project. The octree itself works perfectly fine, but we are having trouble getting it to shake hands with the collision tag system we wrote in. This constitutes the points off, but we feel like overall we still have a pretty solid project.**

**Post Mortem:**

**Our team dynamic through this entire project has been pretty linear, and everyone worked together well to help bring this project together. We had some trouble at the start, as some members were confused about meeting times or had too much going on, but we quickly stabilized. Everyone got their work done that they needed to for the most part, but there were some problems near the end as mentioned above. One thing that really hurt us was that we always didn’t really do too much work on the project until a few days before the milestone was due. Better time management would have been great, but it’s something we didn’t catch onto until it way too late. We did however make extensive use of version control, and all of our merges went without a hitch. Overall, our team dynamic wasn’t perfect, but it was definitely far from bad.**