

	<p style="text-align: center;"> <b>Rochester Institute of Technology</b>  <b>Golisano College of Computing and Information</b>  <b>Sciences</b>  <b>School of Interactive Games and Media</b>  <b>2145 Golisano Hall – (585) 475-7680</b> </p>	
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**Data Structures & Algorithms for Games & Simulation II**  
**IGME 309, Final Project**  
**Milestone 1 evaluation**

**Due:** Monday November 19th<sup>th</sup> (12:59pm)

**Project:** Dementor Adventure

**Team:** Large Patronus Energy

**Repository Address:** <https://github.com/zsd7200/DSA2project>

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

Diaz, Diana

Dunham, Zack

Marshall, Tristan

O'Herren, Matthew "Hammer"

**Milestone 1 results:**

Utilizing previous assignments and exercises as a base, we got down basic camera movement. The only objects in the scene at present are the cones from A04 (used to help us know the camera code is working), but we have the necessary code available to put models in, and to have collision with them. We also set up a document where each member's role is listed.

**Milestone 1 TEAM self-evaluation:**

90%. With the time we had, we were able to put together something small, but it will give us a good jumping off point, even if it will change later. Group members were also rather bogged down with completing Octree over the weekend, so it was hard to find times to put in work.

**Milestone 2 goals:**

- Better movement
- Objects spawning in
- Collision detection implemented