	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, Final Project
Milestone 2 evaluation

Due: Wednesday November 28rd (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 2 results:

Projectile generation has been mostly completed, just need to polish it up and add a model for it. Enemy AI, music/sounds, and texturing the Hogwarts model have all been started. Objects will also disappear when hit by a bullet.

Milestone 2 TEAM self-evaluation:

90%. Collision resolution has been implemented and projectiles can spawn from the player, but movement remains the same and enemy objects are not yet being spawned in. We did manage to figure out how to roughly anchor a player object to the camera, but it needs refinement.

Milestone 3 goals:

- Better textures/better texture application for Hogwarts model
- Sound being implemented in some way
- Enemy spawning and subsequently spatial optimization
    - Enemy movement based on flocking

- ○ Optimizing enemy checks with bullets/the player
- Some sort of scoring mechanic