	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 3 evaluation

Due: Wednesday December 5th (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 3 results:

The world now has bounds draw around it, as well as a colored ground, and the Hogwarts model rests inside of it. We have enemies spawned in randomly in the world, and an octree built around it. The player now rides a broom, which rotates with them, but not properly. The player now actually fires projectiles which are visible, and they check collision with the octree, but this needs some refinement.

Milestone 3 TEAM self-evaluation:

85%. We got spatial optimization working, but we did over-scope a bit in terms of how we wanted to implement it, which led to issues with collisions. These issues will 100% be resolved in the final deliverable/executable, but for now, we could not fix this.

Post-Mortem:

● *What Went Right*: Bullet implementation was pretty flawless (barring the model importing issue), scoring was simple to implement, drawing boxes/getting coordinates for invisible walls, original collision detection.

- *What Went Wrong*: Implementing the Octree caused issues with collisions, the Hogwarts model didn't work at first, the Boo texture doesn't correctly display.
- *What Could Have Been Better*: We could have done better with communication in general. We also should have set more clear roles initially, as this came back to bite us.
- *What We Learned*: Team roles need to be more clearly established, code from other projects doesn't always cooperate.