	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 1 evaluation

Due: Monday November 19th[th] (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:

SAT collisions have been added to the Sandbox base code. The Hogwarts model for background use is in the repository and is ready to be inserted into the code. We also set up a document where each member's role is listed.

Milestone 1 TEAM self-evaluation:

95%. 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
- [Stretch] Projectiles spawning from player