

Milestone #1
CpSc 481/681: Sensor-Enabled Game Development
Clemson University
Animation and Collisions
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January 28, 2008

In order to receive credit for this milestone, your solution must be submitted, using the `handin` command, by 8AM Monday, February 11th, 2008. I will zip your files and move them to my directory during the morning of the 11th. Also, I will bring the solutions to lecture on the 11th and demonstrate them to the rest of the class.

You may submit your solution before the deadline as many times as you like; only your final submission will be considered. However, for multiple submissions, it's best to use the same name for the compressed file that you submit. Also, be sure to include in your submission the sprites and any other media that you use in your milestone.

The purpose of this milestone is to help you to become familiar with XNA Express, C#, and building an animation and detecting collisions. Your assignment is to build a 2D animation that contains at least two sprites moving in 2D space. Your program should detect the sprites colliding and print an appropriate message to the screen when they collide. Your program must use the XNA API and, of course, the C# language and your animation should terminate gracefully when the escape key is pressed.

Submit your assignment using the `handin` command. Your submission should include a README file that details information about you and your game, including anything that works, anything that doesn't work, and anything extra that you might have done.

A `handin` command for our section (section 2) of 481 and for submission of the first milestone is:

```
handin.481.2 1 <filename>.tar.gz  
handin.481.2 1 <filename>.tar.bz  
handin.481.2 1 <filename>.zip
```