

Milestone #2  
CpSc 481/681: Sensor-Enabled Game Development  
Clemson University  
**3D Animation, Collisions, and a User-controlled Player**  
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February 25, 2008

In order to receive credit for this milestone, your solution must be submitted, using the `handin` command, by 8AM Monday, March 3rd, 2008.

The purpose of this milestone is to help you to become familiar with using XNA to move in 3D space, detect Collisions in 3D, and intercepting user input to move an object in a 3D animation using XNA Express.

Your assignment is to build a 3D animation that contains models moving in 3D space. Your program should detect the models colliding and print an appropriate message to the screen when they collide; incorporate sounds into your animation to highlight collisions. You should also designate one of the models as a player and allow the designated player model to be controlled by user input.

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 second milestone is:

```
handin.481.2 2 <filename>.tar.gz  
handin.481.2 2 <filename>.tar.bz  
handin.481.2 2 <filename>.zip
```