Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **1f1ea1c07e76f7cb8a617b3496ceea77cb844baa** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 1 | 21/03/22 | 31/03/22 | ☆☆☆☆☆  (out of 5 stars) |

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| **KANBAN board at the start of the sprint** |
| N/A |

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| **Screenshot of the game at the start of the sprint** |
| N/A |

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| **Sprint Reflection and summary** |
| I have done a lot of work adding things like the lights, physics engine and making the start of the 1st and 4th maps tile set. |

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| **Briefly describe other team members contributions** |
| Dylan did some sprite work for the enemies, and he also added in cameras. Nicolas has added the players movement and animations and making the 1st level. Austin has also done work on enemy sprites; he also has also made the 2nd level and added an enemy to the game. |

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| **Major Changes and Achievements Described** |
| I have done a lot of during the sprint, adding stuff like the physics engine so the player and enemy can collide with the map’s walls, I also added the lights so that the player can see where they are going. |

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| **Brief Description of your testing** |
| At first the physics engine didn’t work on the enemy so he would just walk-through walls, then the legs were slower than the torso when I added the physics engine. We also got Alek Wagner to playtest the game, and he gave us his opinion on the game, and he said that we should improve the enemy ai to where the player needs to be in their line of sight for them to be able to go after the player, he also said we should add more levels and add a way to progress between levels. |

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| **Link to testing results/tables** |
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| **KANBAN board at the end of the sprint** |
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| **Screenshot of the game at the end of the sprint** |
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| **Video of the game at the end of the sprint** |
| In file |

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| **Notes for next time, future improvements** |
| Add limited sprinting and work on making the 4th maps assets/map. |