Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **f00caada4e680e9900625252d8338626f96d12a2** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 3 | 14/04/22 | 18/05/22 | ☆☆☆☆☆  (out of 5 stars) |

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| **KANBAN board at the start of the sprint** |
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| **Screenshot of the game at the start of the sprint** |
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| **Sprint Reflection and summary** |
| This sprint we had 14 hours of in class work. I have been unable to do any work at home as I have no power, which leaves me at a disadvantage. Despite this this still was a productive sprint where I managed to achieve a lot.  I have fully implemented limited sprinting and have been working on a fix for collisions. I have also made the map a lot darker so you can’t see the out of bounds areas. |

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| **Briefly describe other team members contributions** |
| Dylan: Dylan has made videos show on the screen and loop, but unfortunately, he has left school to pursue an apprenticeship as a sparky.  Nick: Nick has improved upon the 1st, 2nd and 4th level, cleaning them up and making them look nicer.  Austin: Austin has made some items/interactables, planning to implement them further into the game. |

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| **Major Changes and Achievements Described** |
| Limited sprinting: I have fully implemented limited sprinting and made it so the bar goes down when the player sprints and when the bar reaches a certain value, it goes red and it stops you from sprinting until your stamina has fully replenished, I have also made it so when you walk the regen for the sprint is slower than standing still.  I have added a line of sight mechanic so then the enemy is able to detect the player when they walk around the corner. |

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| **Brief Description of your testing** |
| We had a bug where the stamina bar would infinitely grow and when the stamina reached 0 it would crash the game. I fixed the crashing issue by making the sprint run out at a value of 0.05. to fix the growing stamina bar I made it so when the bar reaches 100 it stays at 100.  We are having an issue where the spatial hashing for the walls makes the game crash when the leg sprite touches the hitbox. |

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| **Link to testing results/tables** |
| N/A |

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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** |
| We hope to fix the bug where it crashes the game if the player hits a wall. We will also try to work towards level changing. |