Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **a7c32775fc3b58e3a6dedf6566267f9827671265** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 5 | 03/06/22 | 17/06/22 | ☆☆☆☆☆  (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 8 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 managed to implement interactive objects that will be further implemented to be able to do something when interacted with. I also added a menu screen. |

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| **Briefly describe other team members contributions** |
| Nick: Nick has overhauled the UI and made some ambient music for level 1; he has also made level 3.  Austin: Austin has made some new props and spruced up the 1st level, he also added GUI for the main menu, adding a start button and a quit button. |

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| **Major Changes and Achievements Described** |
| Interactive Objects: I made a class called interactive objects and made it so when the player collides with an object in the ‘Interactables’ layer and you click, it detects that the object has been interacted with.  Menu Screen: To add the menu screen I made a MenuView class and made it load over the game, and then added a def function making it so when you click anywhere on the screen it puts you into the game. |

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| **Brief Description of your testing** |
| We fixed the ZeroDivisionError: float division by zero error by adding a death screen so then the enemy wont be able to crash the game. |

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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** |
| I hope to fully implement the interactive objects feature and make it able to distinguish between different objects. |