Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **fc4ab3f381a70663fa76f78ffe32153f3f4bc86e** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 6 | 21/06/22 | 08/07/22 | ☆☆☆☆☆  (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 11 hours of in class work. I have been unable to do any work at home as I have no power, and I was sick for a week, 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 are able to change sprites, and will be further implemented to be able to do tasks/objectives. |

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| **Briefly describe other team members contributions** |
| Nick: Nick helped with the interactable at the start of the sprint, added ray cast shadows and increased the performance of the game on home computers, and made it so the 1st level has a set path for the player to follow.  Austin: Austin added a gui feature, that added text boxes. |

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| **Major Changes and Achievements Described** |
| Interactables: I improved the interactables to where it can be called inside the main game .py file instead of a separate .py file that had to be imported. |

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| **Brief Description of your testing** |
| We didn’t really encounter many bugs or problems, so there wasn’t too much need for testing. |

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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** |
| When term 3 starts I hope to implement the objects to able to do things like open doors in levels and make it further the story and trigger events. |