Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **20c700a123575ce6c151f20360482a81378bf4d5** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 8 | 20/09/22 | 30/09/22 | ☆☆☆☆☆  (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 7 hours of in class work. I have been unable to do any work at home as my laptop is being repaired, which leaves me at a disadvantage. Despite this this still was a productive sprint where I managed to achieve a lot.  I Didn’t add anything new to the game and instead worked on improving the gameplay mechanics and sprucing up the maps. |

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| **Briefly describe other team members contributions** |
| Nick: Nick added lvl5 which is our last level and ending for our game, he also made a lot of music and even added footstep sounds for the player.  Austin: Austin made some more assets for props and map details to add more life into the game. |

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| **Major Changes and Achievements Described** |
| The things I improved were adding more enemies as the first and second level both were empty and quiet and didn’t really have any suspense to them, so I put enemies into dead ends so that way the player gets punished for not going the set path. |

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| **Brief Description of your testing** |
| We ended getting Cameron to play our game and test it out, there were no problems with the game, and he was able to get through the 1st level in about 15mins which is the time we were looking for it to take. |

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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** |
| No future improvements need as game is finished. |