Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **f00caada4e680e9900625252d8338626f96d12a2** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 2 | 05/04/22 | 14/04/22 | ☆☆☆☆☆  (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 only had 6 hours of in class work. Rostering home was still in place and two members of the team have been isolating at home, preventing us from meeting in person. We also lost an hour to Good Friday. Despite this this still was a productive sprint where I managed to achieve a lot.  I have made some progress on limited sprinting and a physics engine fix. I have also made the beginnings of my level, level 4, and its associated assets. |

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| **Briefly describe other team members contributions** |
| Dylan:  Nick:  Austin: |

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| **Major Changes and Achievements Described** |
| Limited sprinting: I was hoping to give the player a limited amount of stamina with a recharge period where you can’t sprint within that time. This should be displayed down the bottom of the screen as a blue bar. Currently the display bar has a bug where it is ever-growing as the character moves around the map. This bugfix needs to happen next sprint. The bar also doesn’t go down when the player sprints.  The physics engine originally displaced the legs and torso from each other and made the player faster. I attempted to fix this, but I had to get nick to finish it for me and we eventually got it working.  I made the initial wall for the level 4 assets and then nick made the tile set for the level, and then I started making the map, and have almost finished. |

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| **Brief Description of your testing** |
| We made a test map to make testing and debugging easier, we then made sure that the torso and legs of the player were staying together by fixing a double instance of the physics engine, which made the torso and legs move at different speeds and made them separate.  We then tried to put the character in the middle of level 4, but there were walls blocking the spawn for the player, so I had to remove some of the walls to make some more room for the player. |

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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** |
| Finally add limited sprinting, and finish the map and maybe add exits to next levels. |