Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **9b34a0a175c90505ef652486acf890aad30d71cc** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 4 | 18/05/22 | 03/06/22 | ☆☆☆☆☆  (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 9 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 get the enemies spawn on an object layer and made it so to spawn different enemies I just change the custom properties. |

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| **Briefly describe other team members contributions** |
| Nick: Nick has managed to make the enemies follow you when you are in their line of sight and make them stop when you leave their view, and when they stop moving, they randomly turn around.  Austin: Austin has made the enemies randomly wander around after losing sight of the player. He was also down for covid so he wasn’t able to do as much work as he wanted to. |

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| **Major Changes and Achievements Described** |
| Enemy spawning on object layer: I have made it so that in the tiled map and place a dummy tile in our case a single black square, when we load the tile map those squares are loaded in as sprites, we go over that list and swap each black square for an enemy determined by the enemy type in the custom properties. To make this process easier I added an enemy factory to do it for me. |

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| **Brief Description of your testing** |
| There was an issue where the physics engine wasn’t creating a hitbox for the legs sprite and when they hit a wall the game would crash, and this gave us an error of polygons intersecting. Nick fixed this by giving the legs a custom hitbox so they wouldn’t hit the wall preventing the game from crashing.  We have a bug at the moment where if the enemies go to our zero then the game would crash with an error message saying ZeroDivisionError: float division by zero. |

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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 enemy crashing the game when reaching the players zero. |