Sprint Tracking

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| **Name:** | **Hayden Robinson** | | |
| **Git Hash:** | **b798d36998d3051f834c478462a3ac08fa00d892** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 8 | 9/08/22 | 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 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 the switch being able to open the doors on level 2 and 4, I also added a vignette for when an enemy sees you. |

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| **Briefly describe other team members contributions** |
| Nick: Nick made it so that the lights can be turned on with a switch only on level 2, and created more music for the game, worked on UI and text.  Austin: Austin has not been able to get much done because he has been very sick. |

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| **Major Changes and Achievements Described** |
| Doors: I made a new layer on tiled called ‘doors’, and gave them a custom property called ‘toggled’ which is a property which makes the doors disappear when the switch is pulled.  Vignette: I added a vignette so when an enemy sees you it has a static overlay, this works because of the line-of-sight code. |

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| **Brief Description of your testing** |
| When adding the vignette, there was a problem with the alpha of it where it was extremely finnicky when trying to get the right opacity, but we ended up finding the right one. |

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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** |
| Hoping to actually add the comments for the code, as it is becoming increasingly hard to actually find certain parts of the code when necessary. |