Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | **1f1ea1c07e76f7cb8a617b3496ceea77cb844baa** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 1 | 21st march | 31st march | ⭐⭐⭐⭐⭐ (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** |
| During the sprint I have worked on and made a player sprite wall, floor sprite, a first map, leg animations and |

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| **Briefly describe other team members contributions** |
| My team members have work on most of the code and buffing out a lot of the bugs and adding a physics engine and a enemy |

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| **Major Changes and Achievements Described** |
| So during the sprint I have created a sprite that represents the player and given him some legs so that it show that he is walking and follows the players key presses and made his torso follow a cursor on the screen also I have made an entire map for the first level of our game |

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| **Brief Description of your testing** |
| I had a problem with the legs not parenting to the torso so I made the legs center y and x the same as the torso’s center x and y |

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| **Link to testing results/tables** |
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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** |
| Video is in git repo in sprint videos.pptx |

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| **Notes for next time, future improvements** |
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