Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | **a41c35fa1d4fbaa7d0e23a751923523679184535** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 2 | 4th april | 14th april | ⭐⭐⭐⭐⭐ (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 getting level 4 into the game and streamlining the level making process |

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| **Briefly describe other team members contributions** |
| My team members have worked on making the other levels this sprint and have worked on making a object for our player spawn so we do not need to redefine the player's x and y each time we load a new map |

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| **Major Changes and Achievements Described** |
| so during the sprint not much has changed visually we have mostly been working on the various other maps and getting them into the came through one line of code |

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| **Brief Description of your testing** |
| we had a problem with the player either spawning outside the map or not spwaning at all due to the fact he spawned in a wall sometimes and so we had to make the spawn object to fix this issue |

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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** |
| next time i will need to work on level transitions and loading improvements |