Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | **a41c35fa1d4fbaa7d0e23a751923523679184535** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 3 | 6 th april | 18th may | ⭐⭐⭐⭐⭐ (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 polishing levels and making them work and feel better for the player |

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| **Briefly describe other team members contributions** |
| My team members have worked on making limited sprinting work for the game so it makes the game more hard we also had Dylan find a way to import a menu screen from a video, hayden has also implemented line of sight for the enemies |

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| **Major Changes and Achievements Described** |
| During the sprint I have done a major overhaul of level 2 and 4 and made them look a lot better |

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| **Brief Description of your testing** |
| We have a problem with line of sight making the game lag and when the player would collide with a wall the game would crash so we are trying 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 we are going to have to put all focus on fixing the line of sight issue |