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. I also asked my brother Thomas to play the game and he had no trouble moving through the game and finding his way and also thought the levels were very well designed. |

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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 |