Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | 9b34a0a175c90505ef652486acf890aad30d71cc | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 4 | 23 rd april | 3 rd june | ⭐⭐⭐⭐⭐ (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 making the enemies more lifelike and made them have random turning |

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| **Briefly describe other team members contributions** |
| Hayden:  Hayden has added the line-of-sight feature to allow the player to hide from enemies  Austin: |

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| **Major Changes and Achievements Described** |
| During the sprint I have made the enemies lose line of sight with the player and then lose interest and turn around randomly to make them more life like  I also fixed the problem with the player crashing the game when they touched a wall by giving them a custom hitbox |

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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 I have fixed this  we also have a problem where the enemy would get to the player it would crash again |

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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** |
| Random movement for enemies |