Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | a7c32775fc3b58e3a6dedf6566267f9827671265 | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 5 | 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 made the ui look a lot nicer, also I have made ambient music for the first level and i have created level 3 |

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| **Briefly describe other team members contributions** |
| Hayden:  Hayden has added a menu and loading screens into the game  Austin:  Austin has added menu ui, details to the map and a death screen |

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| **Major Changes and Achievements Described** |
| I have made a better sprint bar ui to go with the aesthetic of the game  I have also used my “musical ability” to create music for our game  I have added level 3 into our game now so we have all of our main levels in the game now |

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| **Brief Description of your testing** |
| I tried to add in a crt filter to our game for fun but it ended up not working fully so I will wait until we have finished most of he game to work on it 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** |
| Finish interactibles |