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 the game to work on it again.  My brother Thomas also played the game again and he loved the improvement on the look and feel of the game. He liked the music I made as well and thought it made the game more atmospheric. |

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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 |