Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | fc4ab3f381a70663fa76f78ffe32153f3f4bc86e | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 6 | 6nd june | 8 rd july | ⭐⭐⭐⭐⭐ (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 added raycast shadows, helped make the interactables work, fixed the sprint bar not draining to zero and have reworked level 1 to have a better direction for the player to follow |

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| **Briefly describe other team members contributions** |
| Hayden:  Worked on interactables and added working toggleable switches with events  Austin:  Austin has worked on the story and has worked on adding ui elements into game |

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| **Major Changes and Achievements Described** |
| During the sprint I have been working on shaders and have now implemented ray casting to make the game feel 3d. I have also fixed the problem where the sprint bar would only drain to ¼ and then must refill. Level 1 has been reworked and a path has been made for the player to get to the exit |

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| **Brief Description of your testing** |
| During the sprint I again asked my older brother Thomas to test the game and I got his reactions and opinions on it. He thought the game was scary and he would be frightened when he was chased, or an enemy found him. He also liked the raycasting shader and though it was way more claustrophobic and trapped than the previous time he played. |

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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** |
| Make doors open when switch is toggled |