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** |
| We have not encountered any bugs during the sprint |

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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 |