Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | 1d32a3406b3c60b2c33c8e0fd1306141db475a90 | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 7 | 26nd july | 5th august | ⭐⭐⭐⭐⭐ (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 we have all been working on major game polishing and adding interactable objects with text attributes and event triggers for opening gates and turning on lights. |

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| **Briefly describe other team members contributions** |
| Hayden:  Worked on interactables with me and getting gates to open when lever is pulled and a vignette when an enemy sees you  Austin:  Austin has been ill for most of the sprint so he has not done much but helping add more interactables into the tilemaps |

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| **Major Changes and Achievements Described** |
| During the sprint I have put most of my time making text from the tilemap appear into the text box when you interact with a object, I have also put some scary music I made in level 3 for when you are being chased down a hallway. I then worked on making the lights off by default in level 2 and then you need to turn them on by hitting a lever on the map |

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| **Brief Description of your testing** |
| When we worked on the doors opening when you hit a lever, we were stuck on how to make the doors collidable until you hit the switch then remove them from the physics engine so you can walk through them, then we found you can use the function Self.clear() to remove the tiles from a list |

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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 game and annotate code |