Sprint Tracking

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| **Name:** | **Nicolas Gossage** | | |
| **Git Hash:** | ab246663dab5e30af522d1827807b7ead3d82ab7 | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 8 | 9/08/22 | 30/09/22 | ⭐⭐⭐⭐⭐ (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 polished up and finished the game in its entireity. the code has been commented and formatted to the requirements. the game is ready to be handed in and marked for a grade |

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| **Briefly describe other team members contributions** |
| Hayden:  Worked on adding a viginette for when you are spotted by an enemy and finishing working doors  Austin:  austin has worked on adding alot of objects into the map so that the map is not bland nand added story elements |

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| **Major Changes and Achievements Described** |
| During the sprint I have put most of my time going back over every asset and map to polish it by removing dev spawns and debug elements. i have also added more music into the game and a final level. as well as polishing the game i have commented all of the code and formatted it up to standard. |

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| **Brief Description of your testing** |
| we have run into no more bugs in the game and have put the game infront of one of our classmates who has never played it and he was able to complete levels. |

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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** |
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