Sprint Tracking

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| **Name:** | **Dylan Spake** | | |
| **Git Hash:** | **c78961e9bf315edcc9a8e570619d05e8099cc8e7** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 1 | 21/03/22 | 31/03/22 | ☆☆☆☆☆  (out of 5 stars) |

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| **KANBAN board at the start of the sprint** |
| N/A |

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| **Screenshot of the game at the start of the sprint** |
| N/A |

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| **Sprint Reflection and summary** |
| During this sprint I helped design some of the sprites, and implemented the camera and HUD |

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| **Briefly describe other team members contributions** |
| They have done a lot, the game has gone from nothing to running with a complete map and an enemy with kind of working AI |

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| **Major Changes and Achievements Described** |
| Got the 2 cameras working instead of using a view port so that we can use a HUD |

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| **Brief Description of your testing** |
| There was a lot of testing the math’s that was used to get the cameras centered, and then the mouse to appear in that camera. With the mouse working the character couldn’t rotate to face the curser |

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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** |
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| **Notes for next time, future improvements** |
| Next I will need to implement the limited sprinting and a working sprint bar |