Sprint Tracking

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| **Name:** | **EliEli Chandler** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 0 | Mar 29 | Apr 12 | ☆☆☆☆☆  (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** |
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| **Major Changes and Achievements Described** |
| Created a class for the rocket.  Got movement system working using mouse input.  Displayed a circle on the screen to show the rocket.  Displayed a circle on the screen to show a reference point to test movement.  Added sprite for rocket.  Added asteroid object and tested asteroid spawning.  Added random velocity vectors for asteroids so they float around.  Added random scale factor to asteroids to create multi-size asteroids.  Added random angle factor to create variety in angle between asteroids.  Added infinite asteroids using a chunk system.  Added collision detection between rocket and asteroids.  Added home base that rocket respawns at on death.  Added collision detection between asteroids and home base so you don’t get spawn killed by asteroids.  Added ability to make rocket invincible for testing purposes.  Added coin spawning system.  Added collision detection between coins and rockets. |

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| **Brief Description of your testing** |
| I tested movement in all directions and the reference point was key to testing because it was easier to test movement using a reference point than printing out coordinates. |

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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** |
| I need to work on the asteroid spawning system as it is currently very laggy because 900 asteroids need to be spawned at once to create filled asteroid fields around the rocket |