Sprint Tracking

Name:	Jacob Lee		
Sprint Number	**Start Date**	**End Date**	**Work hard rating**
4	22/06/2021	5/07/2021	★ ★ ★ ☆ ☆ (out of 5 stars)

KANBAN board at the start of the sprint
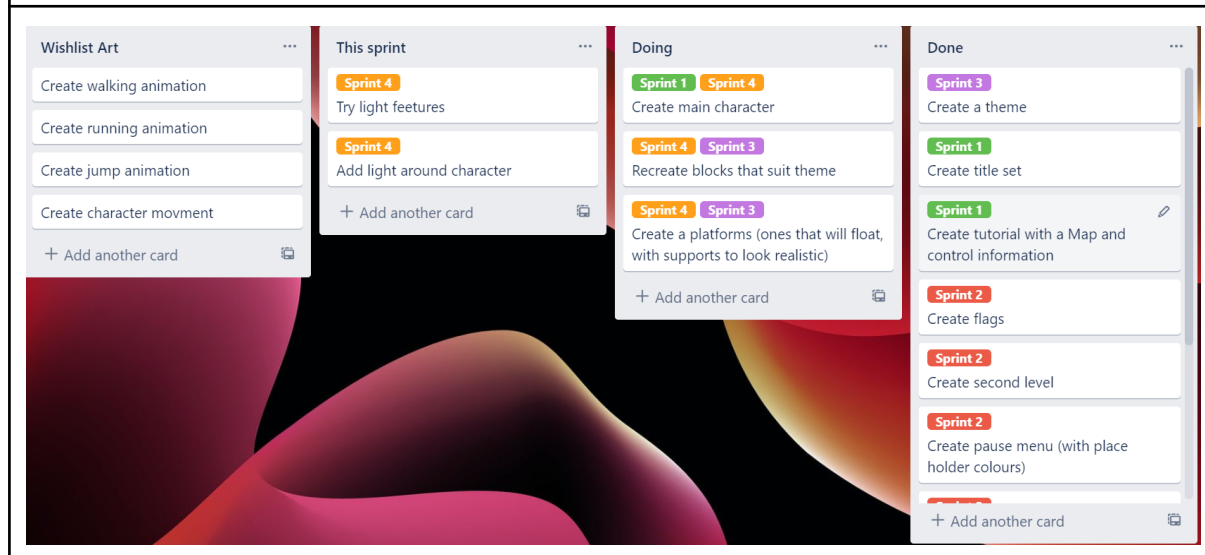
Screenshot of the game at the start of the sprint

https://youtu.be/3JyH8D4CS3w
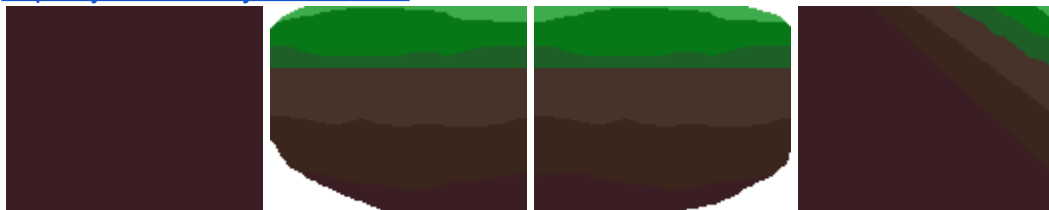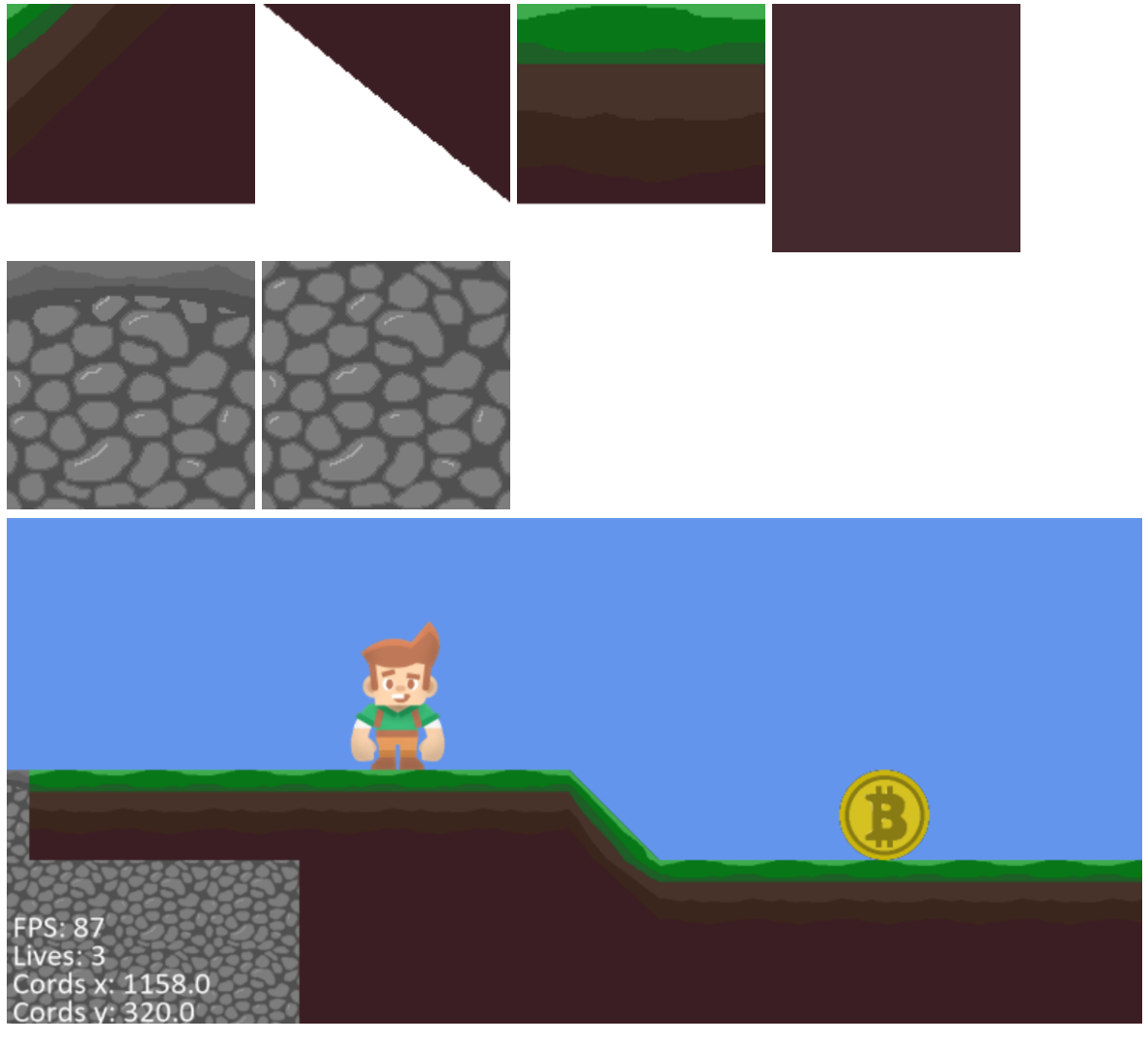
Major Changes and Achievements Described

I created a pillar and 2 cracked blocks.
I added the light and made the background dark
I made a mock-up of a 3rd level.
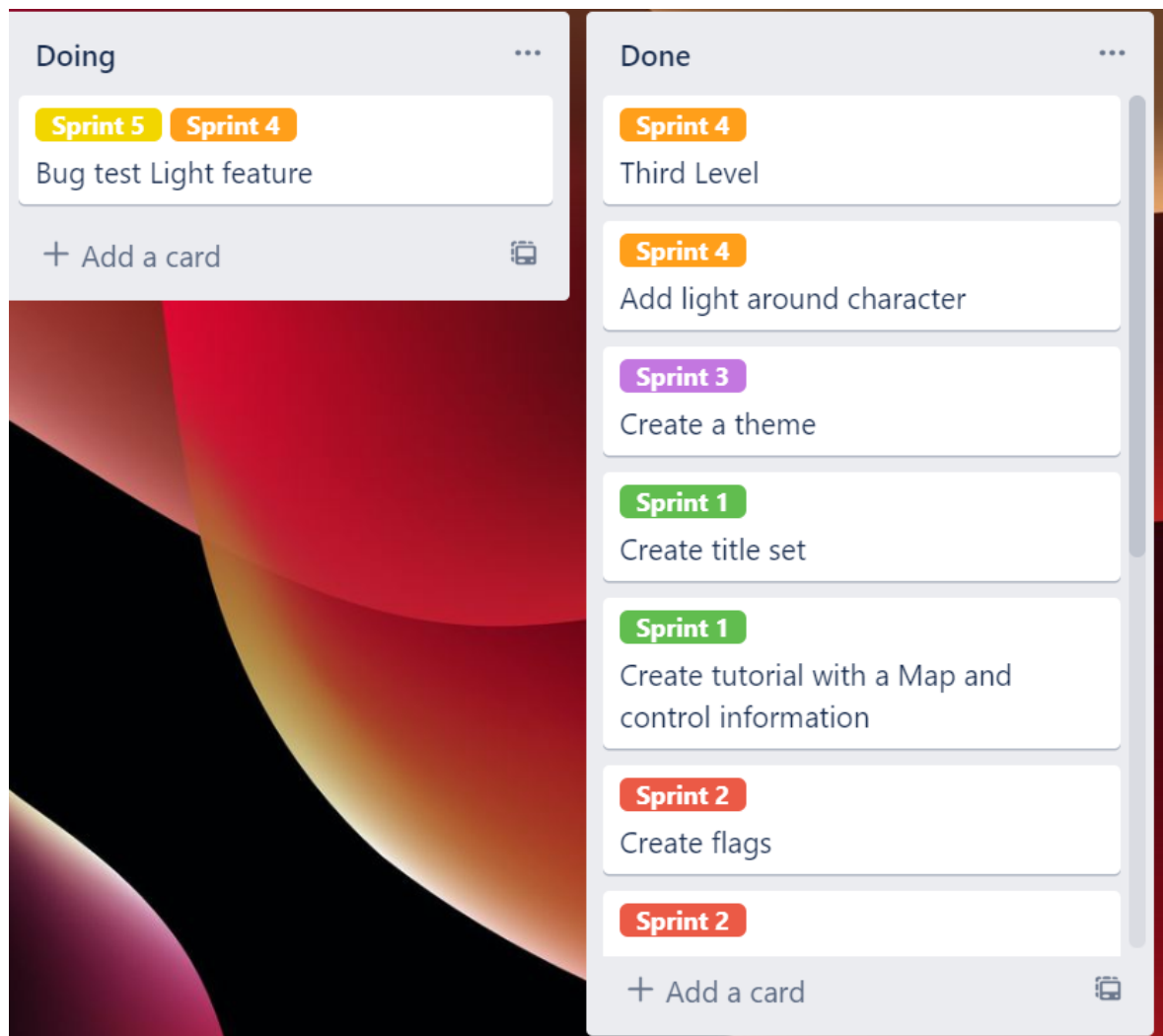I added a command to skip levels (for testing)

Brief Description of your testing

I tested the tiling of my new sprites, which work well when I made some small changes. I also added a light around the player and the background dark, This still needs to be bug tested as I have to replace the background barrier blocks and text colour and background colour. I also tested that the 3rd level works and all the areas can be accessed, in places it doesn't work, so I will change it next sprint. I asked some of my end users what they think of the lights, they all said it looks good, but the character looks over saturated, which I need to work out how to fix next sprint.
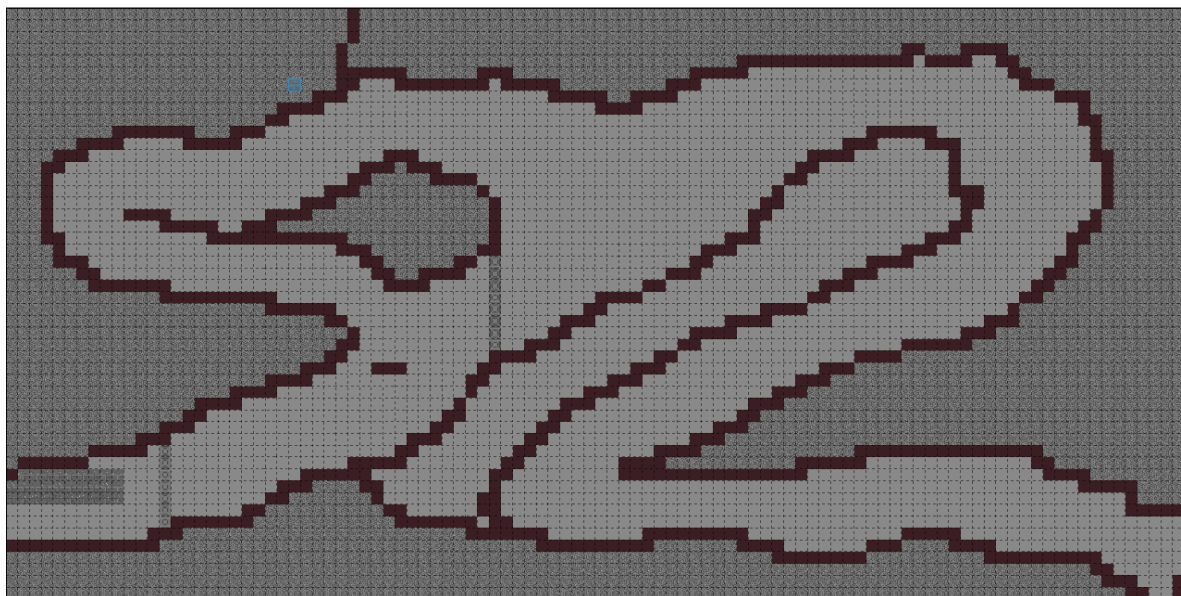
Link to testing results/tables

KANBAN board at the end of the sprint

Doing ⋯

<div>

`Sprint 5` `Sprint 4`

Bug test Light feature

</div>

+ Add a card

Done ⋯

`Sprint 4`

Third Level

`Sprint 4`

Add light around character

`Sprint 3`

Create a theme

`Sprint 1`

Create title set

`Sprint 1`

Create tutorial with a Map and control information

`Sprint 2`

Create flags

`Sprint 2`

+ Add a card

Screenshot of the game at the end of the sprint

Right arrow or D to move right
Left arrow or A to move left
Up arrow or W to jump

Video of the game at the end of the sprint
https://www.youtube.com/watch?v=wsL747DDQTo I lost the original video files, sorry

Sprint Reflection and summary
This sprint I am happy with what I achieved as I got the light feature and 3rd level mock up completed. But I still haven't finished redesigning the levels and the theme of the game, which i want to finish over the holidays. I still haven't made the main character according to the theme of the game which I will do over the holidays, this is one of my main goals for next sprint as that is stopping me from developing my story more.

Notes for next time, future improvements
I would like to finish developing the theme and bug test the game next sprint.