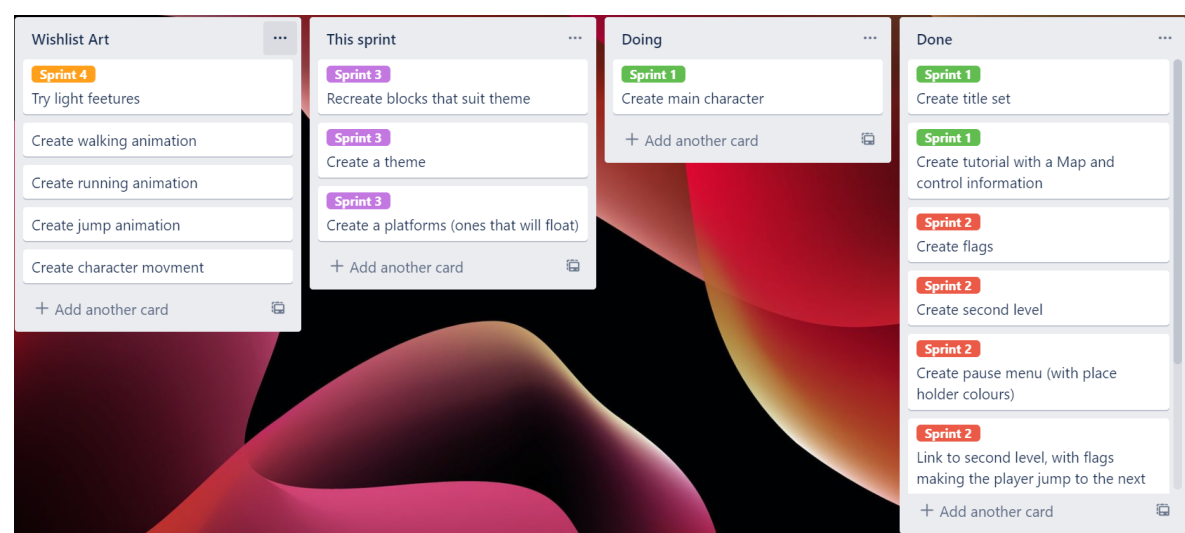


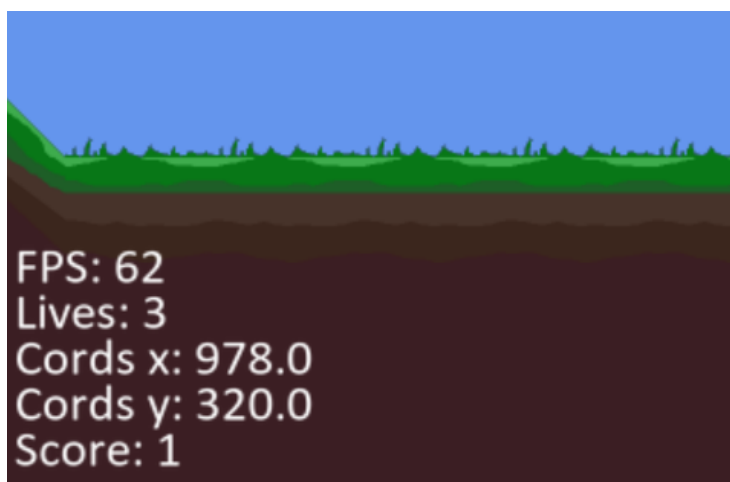
Sprint Tracking

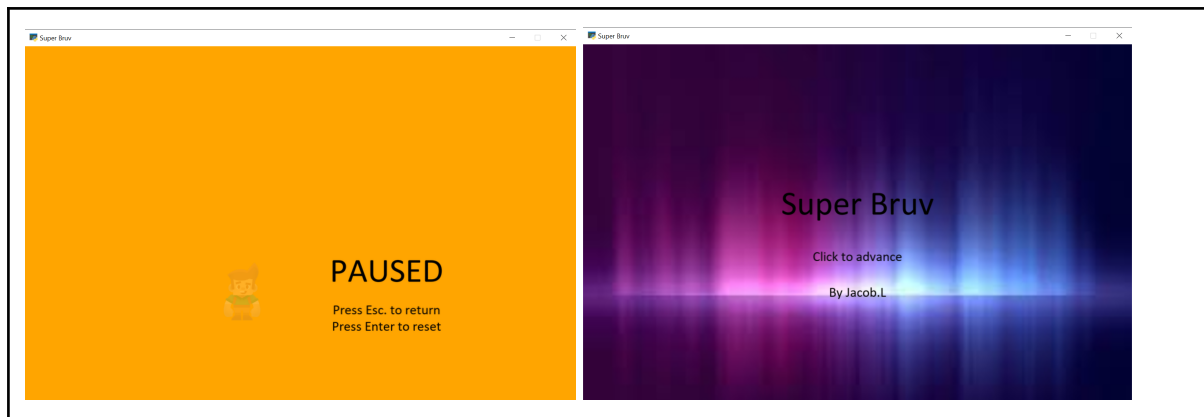
Name:	Jacob Lee		
Sprint Number	Start Date	End Date	Work hard rating
3	4/06/2021	18/06/2021	<div><div>★ ★ ★ ★ ★</div><div>★</div><div>(out of 5 stars)</div></div>

KANBAN board at the start of the sprint



Screenshot of the game at the start of the sprint



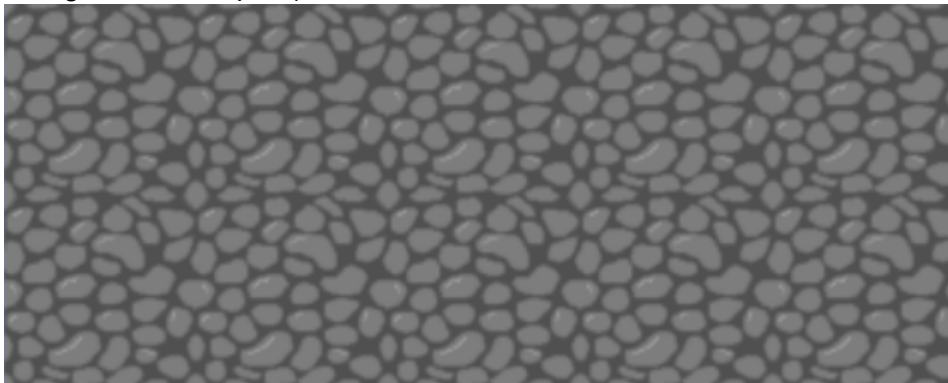


Major Changes and Achievements Described

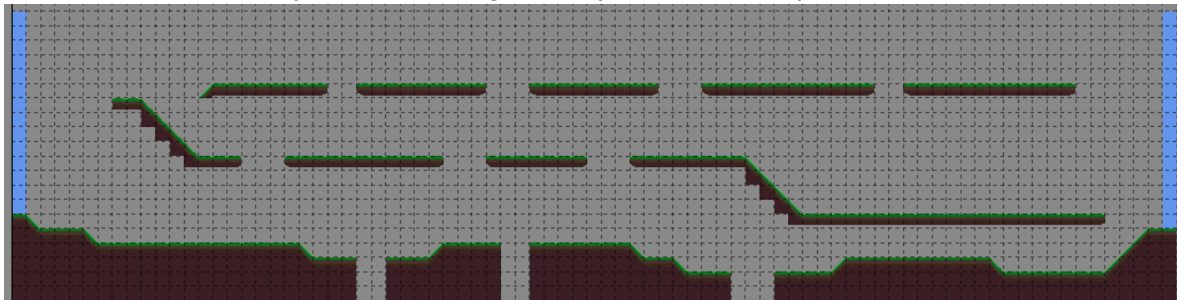
This week I developed a main theme for the game, created cobblestone blocks (Which I want to change next sprint), created smaller versions of all of my blocks to make everything not look so boxy. I also made the second level.

Brief Description of your testing

Got feedback on my theme from Mitchell and Anna, they believe that a person trying to escape a cave is a good theme, and they would like lights/torches to be added into the caves to make it look more realistic. They would also like to have small Easter eggs to other games which are similar to these. I tested the way the coble stone fits together, to make sure the design flows between block to block. As seen by the picture below, the blocks flow well together vertically, but I don't believe it looks good horizontally (I want to change this next sprint).



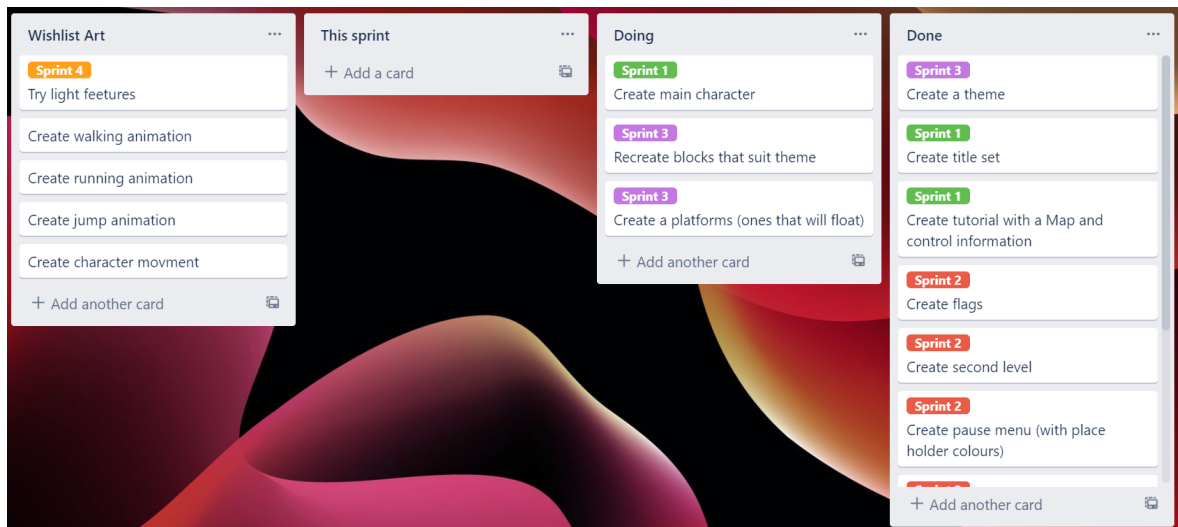
I also tested the design for level 2. The design was liked, by my end Users (Mitchell, Nathan, Anna, Ollie, and Rhys) They liked the level because it was open, it wasn't too difficult but not too easy, and it was a good way to test the player's movement.



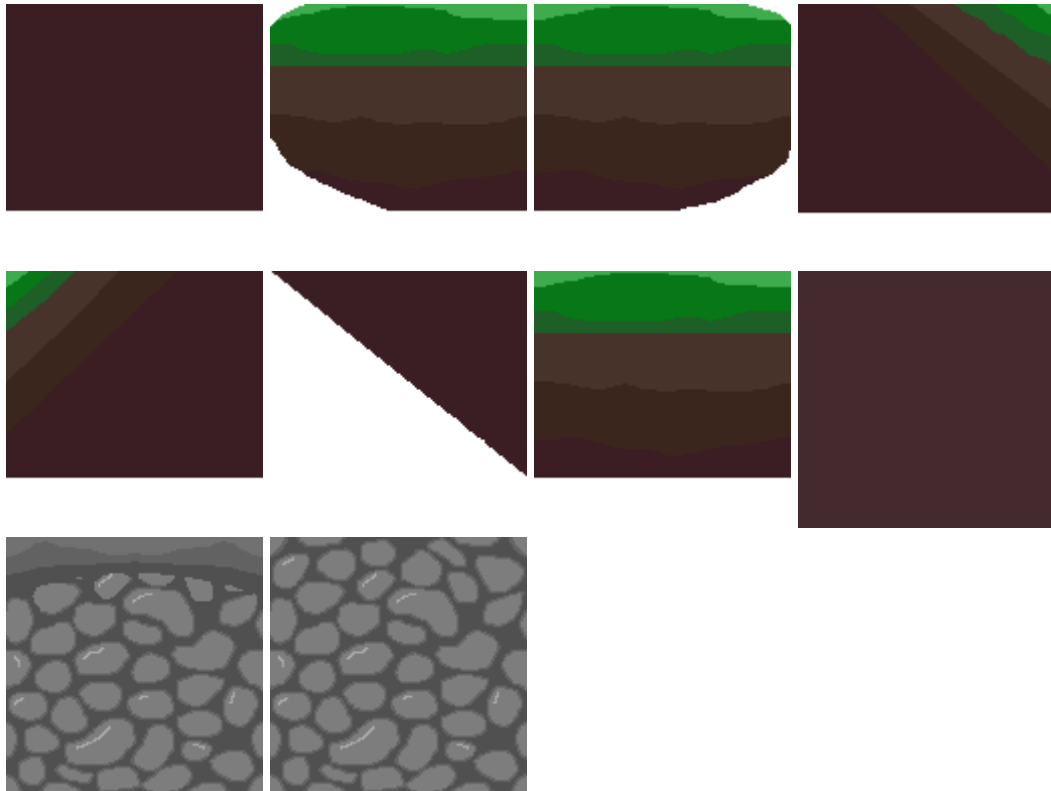
Link to testing results/tables

N/A as I asked them and wrote it down on paper

KANBAN board at the end of the sprint



Screenshot of the game at the end of the sprint



Video of the game at the end of the sprint

https://youtu.be/3JyH8D4CS3w

See sprint 3 video in the videos file in my GitHub
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Sprint Reflection and summary

This sprint I am not too happy with my results as I wanted to make more blocks, so I can put my idea for a theme into my game as the game looks like a hybrid between the games at the moment. I am happy with my theme, I got from my end users, and I have a path to make the game suit that theme. I am happy with the design for level 2, and the end users are to.

Notes for next time, future improvements

Next sprint I want to add torches and lights and I want to create a main character based on my theme and I want to continue to develop my cobblestone textures.
