

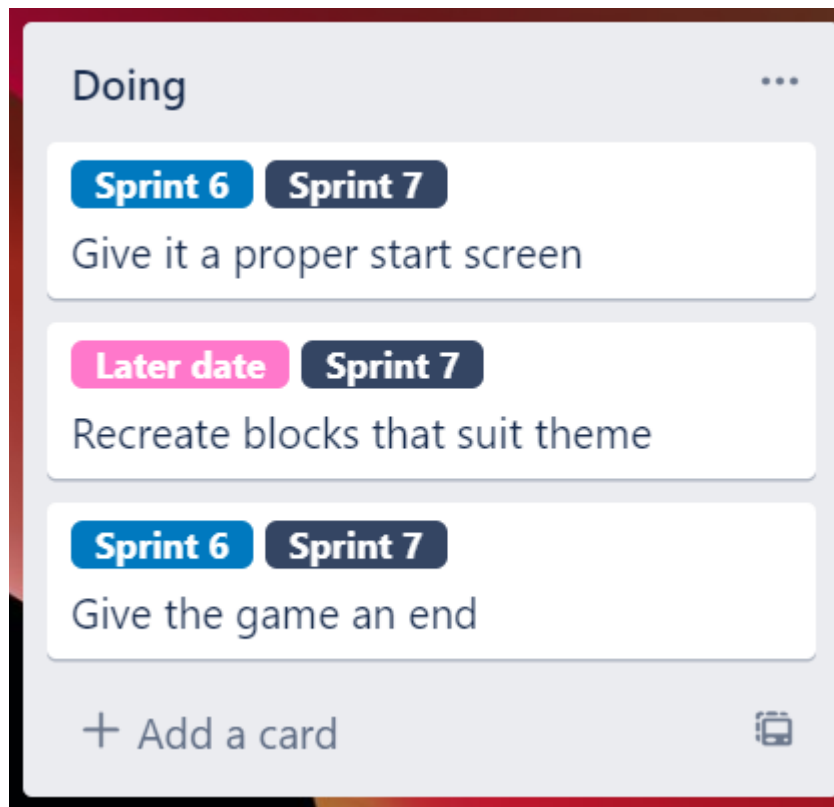


Sprint Tracking

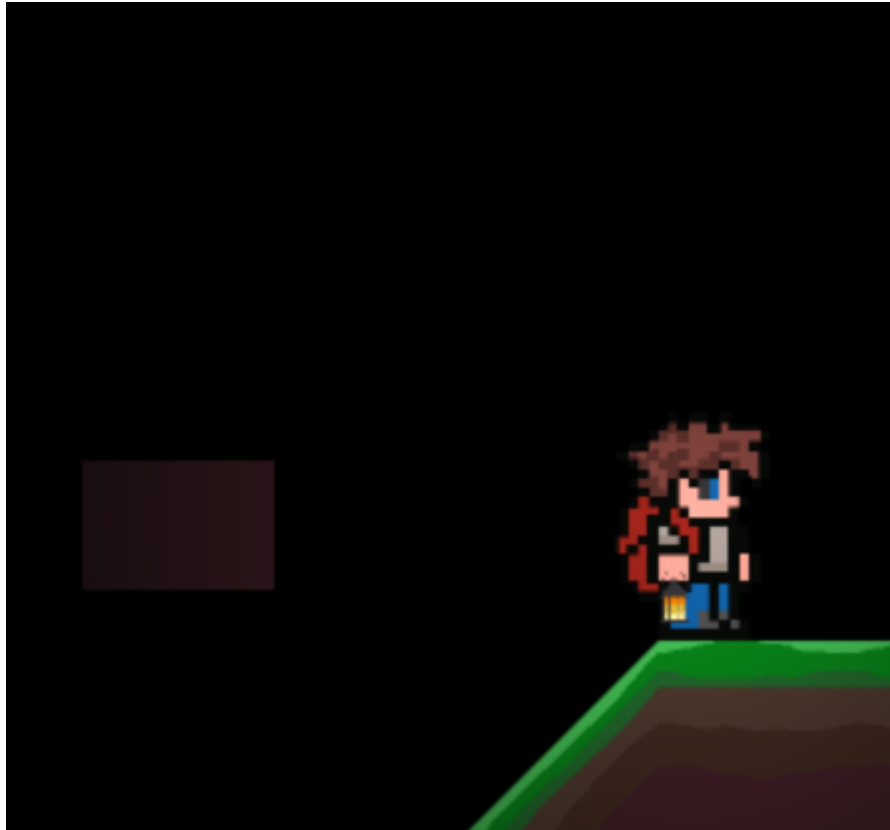
Name:	Jacob Lee		
Sprint Number	Start Date	End Date	Work hard rating
7	20/9	23/10	  (out of 5 stars)

KANBAN board at the start of the sprint



Screenshot of the game at the start of the sprint

<https://www.youtube.com/watch?v=nakL2zhYbWA>



Major Changes and Achievements Described

This sprint I created new tiles, recreated the levels with the those tiles, did more bug testing, gave the game a proper end. I added a new feature that makes the player spawn at different locations depending on what level they are on. I bug tested the block breaking feature and made the player have to collect more than one flag per level, so if they were on level 3 they need 3 flags to go to the next level, level 4 is 4 flags, level 2 is 2 flags and the first level the player only needs to collect 1 flag.

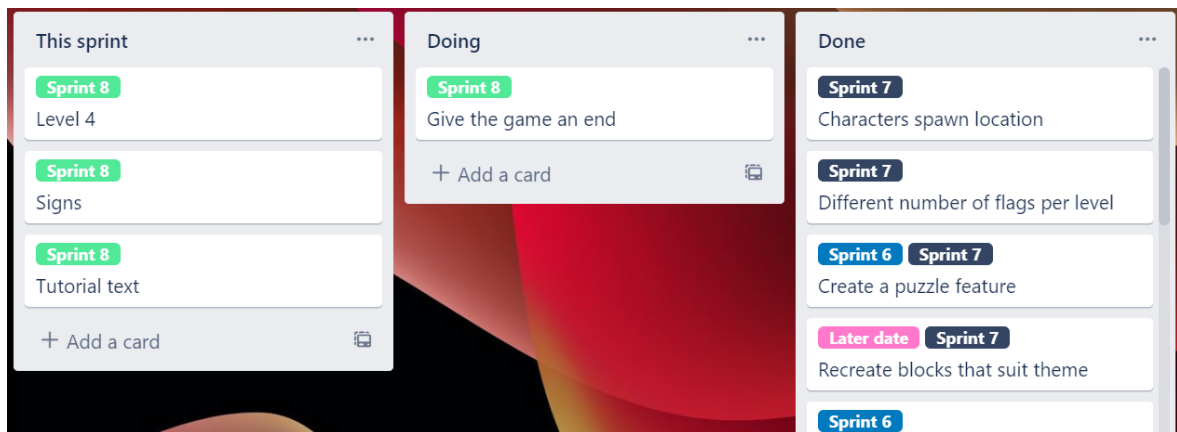
Brief Description of your testing

I trailed and tested the new tiles, and the 2 new features I added. I trailed different tiles, by changing the colours slightly, changing the layout of the images slightly. I trailed the new features by making sure that they work as intended, and they don't crash the game, there were a few bugs in these, like me forgetting to put self.____ or linking it to the wrong variable, but I fixed all of these, so it works properly now.

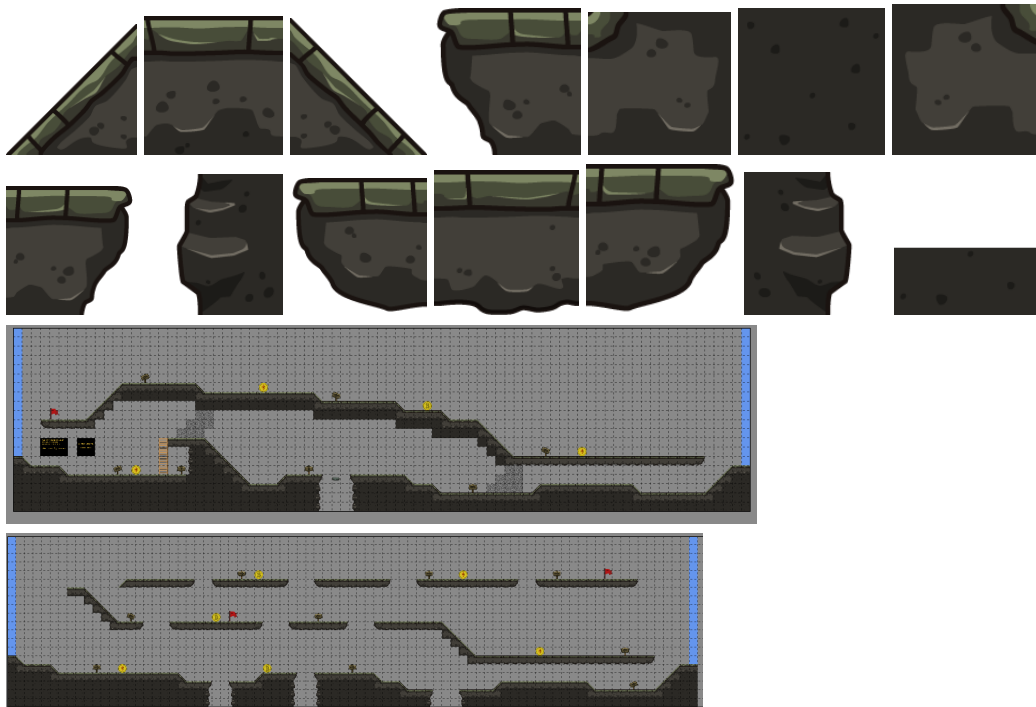
Link to testing results/tables

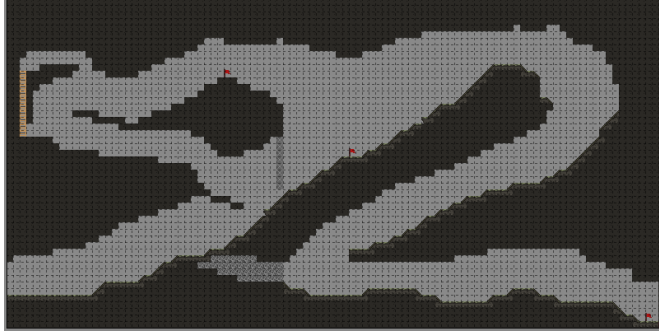
N/A

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

See Sprint 7 video in the videos file, on my GitHub

Sprint Reflection and summary

This sprint went well, as I created new tiles which I am very happy with, I added two new features which I think make the game better, and I tested a few bugs. I am very happy with what my game looking like currently, but I do have a list of things to finish in my last sprint, which will add a lot to the game.

Notes for next time, future improvements

Next sprint I would like to add some signs or something to tell the player where to go, improve the horrible blue text in the dark background, add the end screen and make a 4th and final level.

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

This is what I want to change next sprint