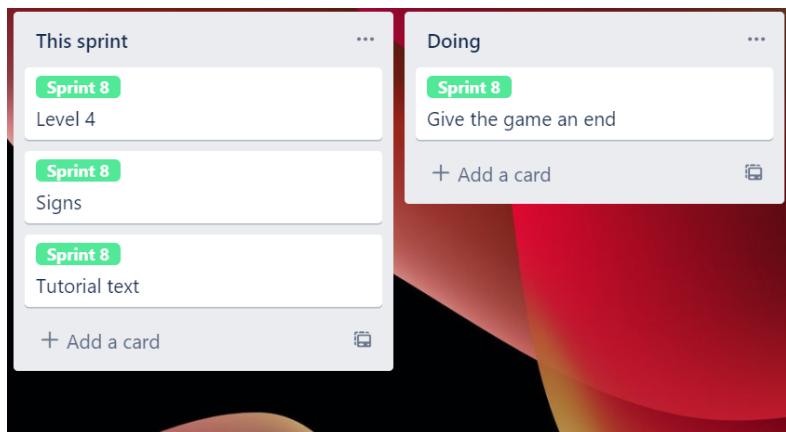


Sprint Tracking

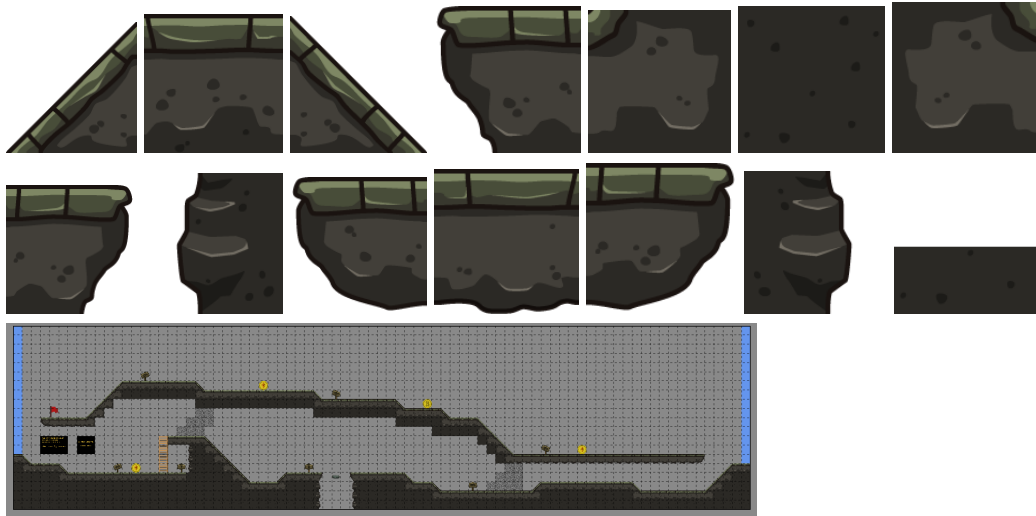
Name:	Jacob Lee		
Sprint Number	Start Date	End Date	Work hard rating
8	28/10	19/11	<div><div>☆ ☆ ☆ ☆ ☆</div><div>☆</div><div>(out of 5 stars)</div></div>

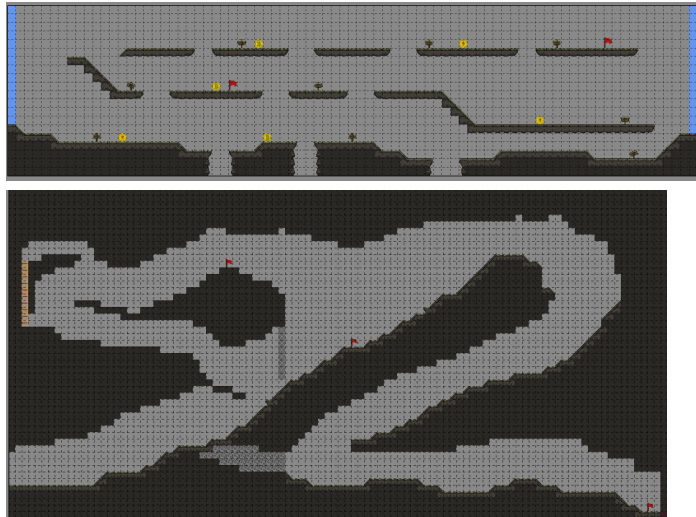
KANBAN board at the start of the sprint



Screenshot of the game at the start of the sprint

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





Major Changes and Achievements Described

This sprint I finished off my game, by adding signs around the map, creating a 4th and final level, creating an end screen and changing the blue background text.

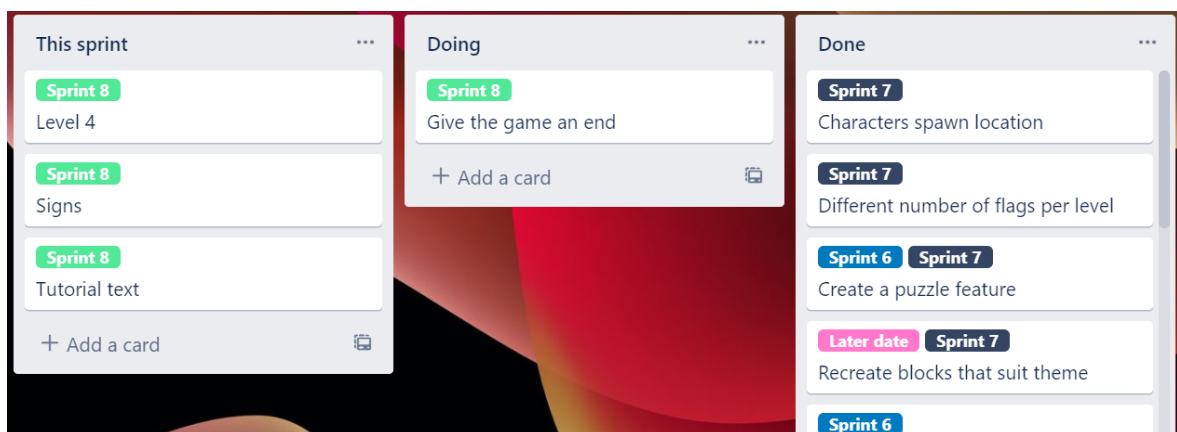
Brief Description of your testing

This sprint I tested that the end screen worked and that everywhere in the 4th level is accessible to the player. I also made sure that all the levels and features work and function as intended, I did this, so the game will be fun and enjoyable. When testing the end screen I came across a few problems with the text printing, It took me a while to fix it, but it works.

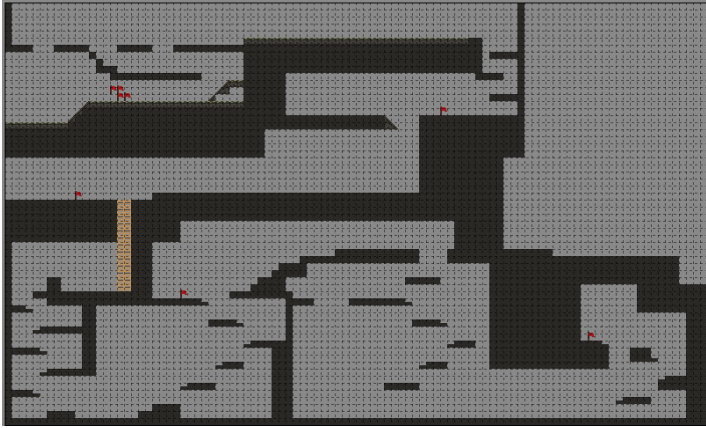
Link to testing results/tables

N/A, I got final end user testing done after this sprint ended

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 8 video in the videos file, on my GitHub

Sprint Reflection and summary

This sprint I am very happy with my progress on my game, and I am happy with the finished product, I am pleased with the finished game, and all that I completed this sprint.

Notes for next time, future improvements

If I was to do this project again, I would want to create a theme right from the start, so I can spend more time on completing the smaller things that make a game good. But I am very happy with what I completed.