
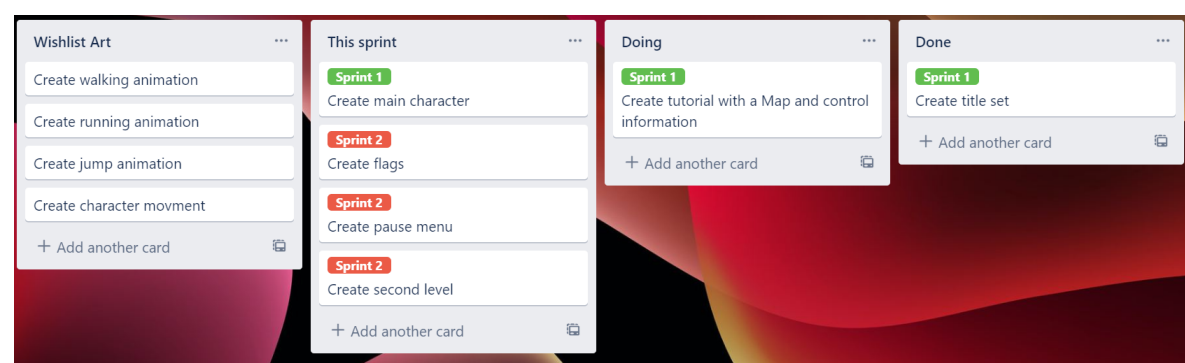


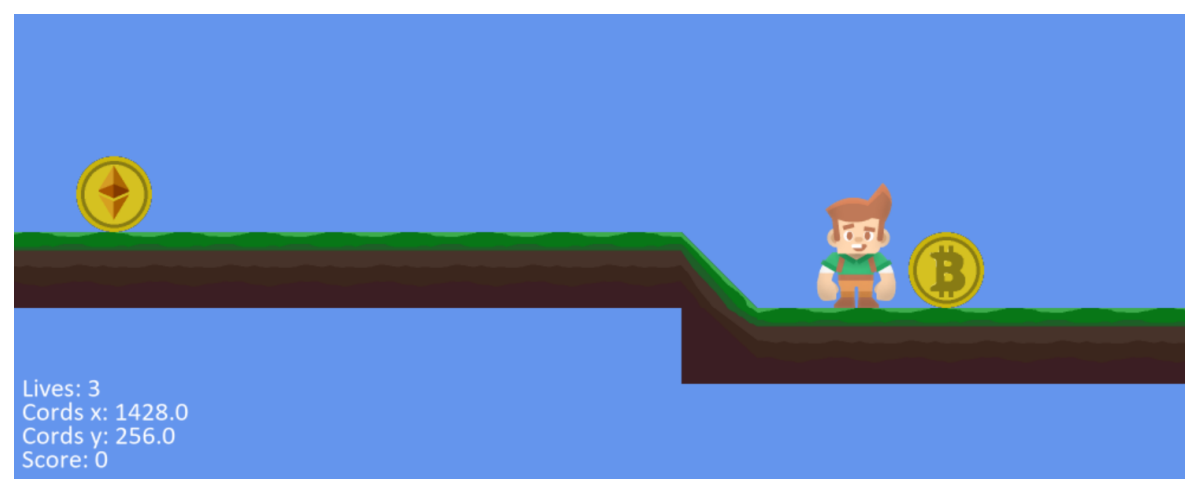
Sprint Tracking

Name:			
Sprint Number	Start Date	End Date	Work hard rating
2	21/05/2021	4/6/2021	 (out of 5 stars)

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 created a flag and grass to implement into the game. I also made a second level (haven't made it yet), which is accessed by touching the flag at the end of level 1. I

also added a starting screen and a pause screen(I forgot to include the pause screen in the video). I also added an FPS counter. I also made the level reset after the player dies

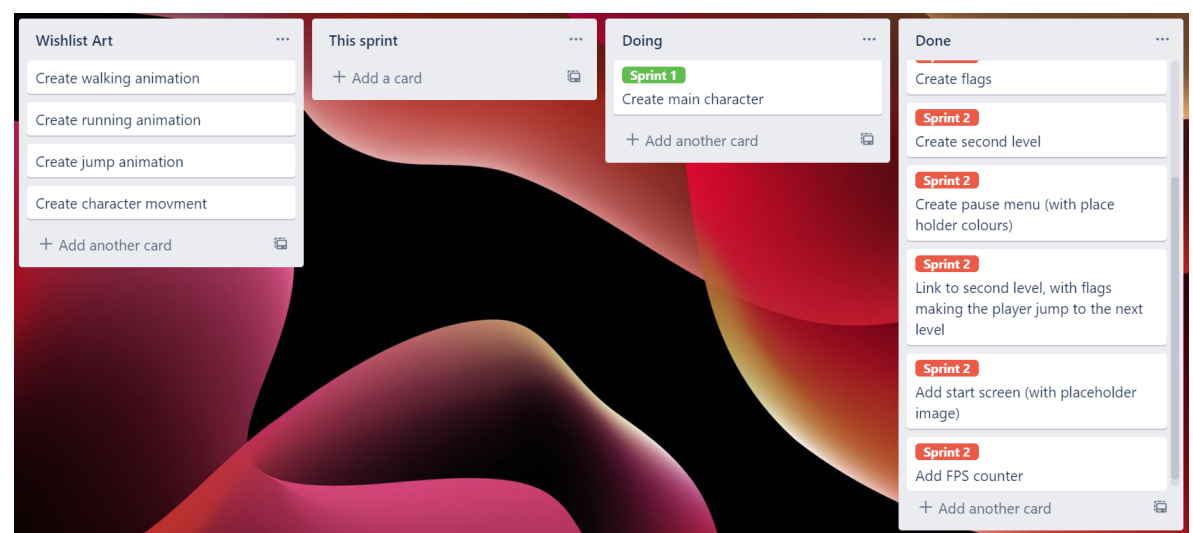
Brief Description of your testing

I tested the pause screen to make sure it works correctly, I also tested the intro screen and then tested it to make sure that the player would load into the first level. I then tested the deaths, I wanted it to when the player dies they get reset to the start of the level they were on, not the first level. Furthermore, I then tested that the flags take the player to the second level. It does this but when you touch the flag in level two the game crashes as I haven't made a level 2 yet.

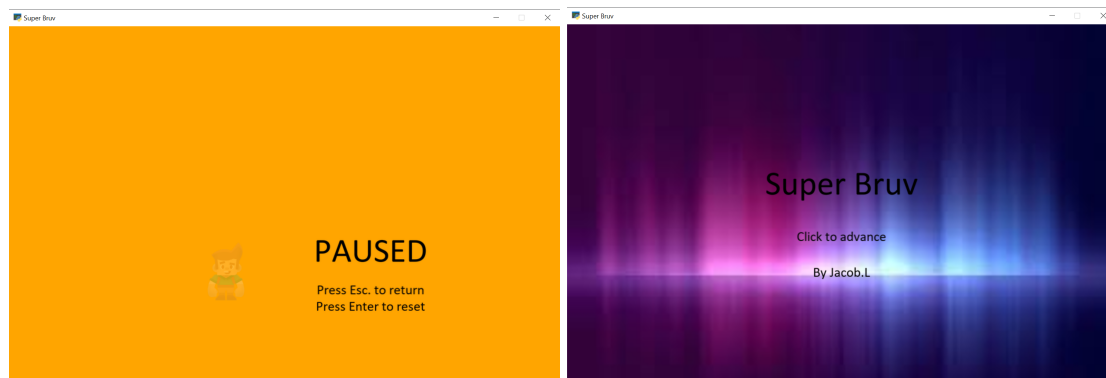
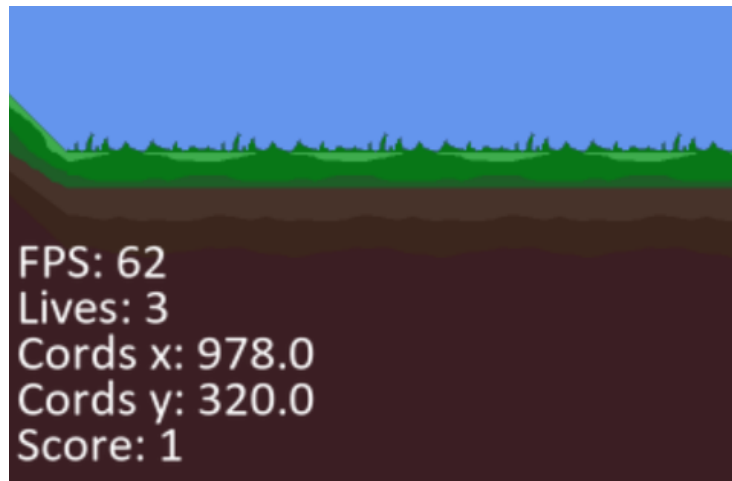
Link to testing results/tables

Anna said that the floating platforms should have some pillars underneath them and maybe give it a medieval theme.

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://www.youtube.com/watch?v=ExeihWZ6uW0>

See sprint 2 video in the videos file in my GitHub

Sprint Reflection and summary

Last week I said I wanted to improve the character's movement which I didn't get around to doing in this sprint, but I did finish the tutorial and added a second level which I said I wanted to do. The 2 levels I have I'm not too happy with as they are very basic, so next week I would like to make them more difficult by adding some different blocks or a puzzle section in one. I am proud of what I have done with the level changing and the pause and start screen, as I am happy with the changes I made to the code.

Notes for next time, future improvements

Next time I would like to improve my levels, make a sloped grass tile, create my character and maybe add some movement features. I would like to set a theme for the game.