
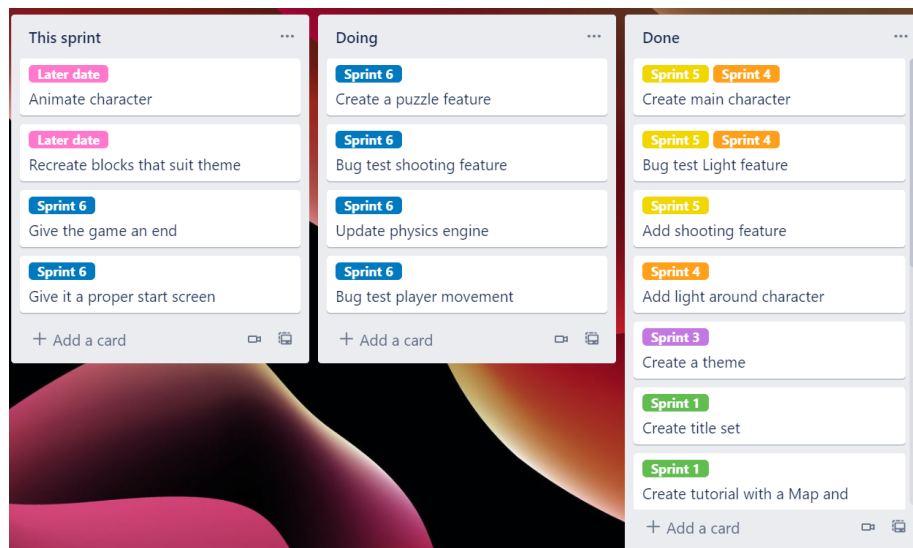


## Sprint Tracking

<b>Name:</b>	<b>Jacob Lee</b>		
Sprint Number	Start Date	End Date	Work hard rating
6	5/08/2021	17/08/2021	 (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=6q8H3KhHxJ0>

### Major Changes and Achievements Described

This sprint, I began to bug test the game and add smaller features. These include

- Making the movement better
- Fixing the player glitching into walls
- Made a better physics engine
- Create a puzzle feature (only specific tiles)
- Added ladders(with no tile)
- Attempt at moving platforms, Which didn't work.

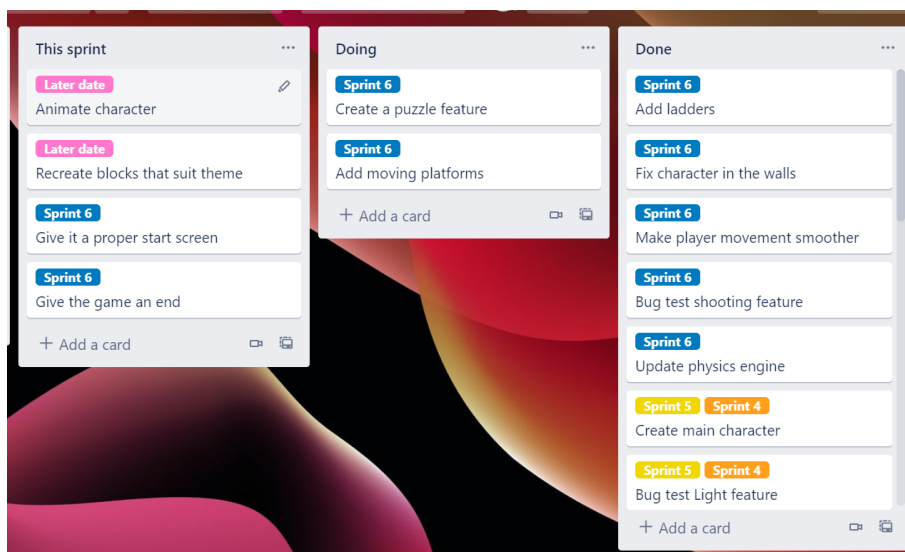
### Brief Description of your testing

This sprint, I only did bug testing from the list I created last sprint, so I tested the player glitching into the wall, the movement, the ladders, and the player breaking a block when they shoot at it. I also bug tested the shooting feature, by making the bullets not be able to break any other blocks than the ones I want, and so they despawn after travelling a set distance, vertically.

### Link to testing results/tables

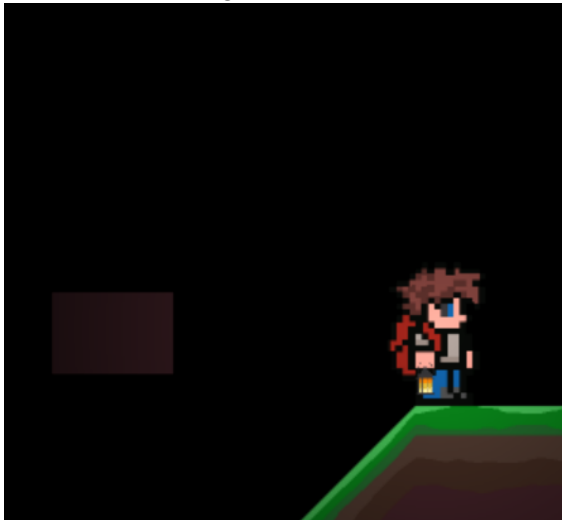
I only trailed things myself and didn't get feedback on it.

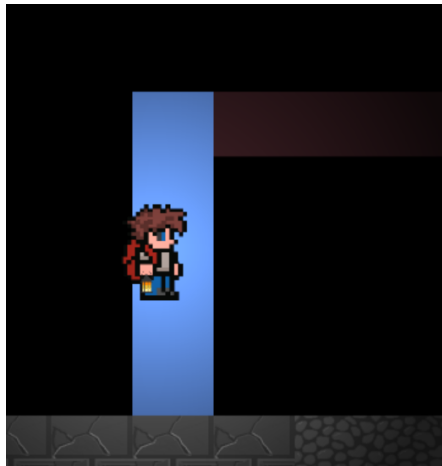
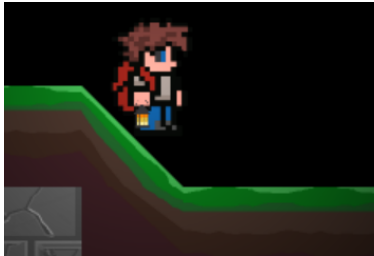
### KANBAN board at the end of the sprint



### Screenshot of the game at the end of the sprint

Attempt at moving platforms





Character doesn't go in the walls any more.

Ladder

### Video of the game at the end of the sprint

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

See sprint 6 video in the videos file in my GitHub

### Sprint Reflection and summary

This sprint I got lots of bugs fixed and added some good features, like the player being able to break specific tiles, when the player shoots at it. I am very happy with the games features at the moment as they all seem to work, and they all add to the game.

### Notes for next time, future improvements

Next sprint, I want to make start and end screen, and then make some new blocks.