Sprint Tracking

| **Name:** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 8 | 09/07/2021 | 28 September 2021 | 2/5  (out of 5 stars) |

| **KANBAN board at the start of the sprint** |
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| **Screenshot of the game at the start of the sprint** |
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| **Major Changes and Achievements Described** |
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| During this sprint, I have completely remade the entire title screen and game over screen, by remaking the 2 views screen I have added more player feedback by making it play a sound when you hover over the button and when the player is not hovering over any button no buttons will be enlarged, I have also changed the background of the title screen to suit the game, and also changed the game over screen to suit the game.  During this sprint, I also added a new level but at the moment it’s not working so that is my goal the moment to get the level changing working.  I also fixed the death screen, this means when the player clicks continue the game will now restart however it will not restart from the level the player was on so this is still an issue I need to fix.  I also went through my code and cleaned up all unnecessary code and I also went through and made full comments for detailed instructions of how the code works. |

| **Brief Description of your testing** |
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| For my testing, I would add a feature then test the game and if it’s not working since I have not added much I know exactly why it’s broken. However, even though I was using this testing method my character flipping has broken and I do not know what was added because I never added anything around the time of the code so this is something I will need to get fixed during this sprint. |

| **Link to testing results/tables** |
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| **Shelley :**  The character doesn’t turn when you run in the other direction (fixed this in the same sprint).  Needs more levels (Currently working on it this sprint and next sprint).  **Rhys :**  Likes the art style of the game, but thinks there need to be more levels (Currently working on the issue for the levels)  **Alaska :**  Yeah this is a cool game but crashes when going to level 2 (working on the levels)  **Graeme :**  The art style is good.  There are no other levels (Working on that)  The enemy is still a ladybug (will be changed next sprint)  **Henno :**  Cool just no second-level just crashes when changing levels (Working on this) |

| **KANBAN board at the end of the sprint** |
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| **Screenshot of the game at the end of the sprint** |
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| **Video of the game at the end of the sprint** |
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| <https://youtu.be/RuuUJG-I3mI> |

| **Sprint Reflection and summary** |
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| The first week of this sprint was going well I had done a lot of minor changes to bugs like fixing the character not flipping and making some new sounds, however in the second week of the sprint I was unable to do anything because of derived grades, but I have school holidays for the next 2 weeks so I will be able to make up for that over the next 2 weeks and hopefully have a completed game by 2 weeks. |

| **Notes for next time, future improvements** |
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| For sprint 9 I need to use my holidays as a time to finish my game, for a goal I will be making sprint 9 my final sprint so I will need to push myself to get a completed game finished. To complete my game I will need to get multiple levels working and then make the rest of the sounds and get the enemy art done, and if I have time get some of the graphics animated and improve some of my already made player animations to make the player feel more real by giving him an idle animation and making his eyes move when he runs and jumps. |