Sprint Tracking

| **Name:** |  | | |
| --- | --- | --- | --- |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 5 | 2021 21st June Monday | 2021 25th July Sunday | 4/5  (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** |
| --- |
| During this sprint I had a goal to make the character scale with the amount of ammo the player has, this was needed for my idea of the game. During this sprint with great difficulty, I was able to make the player scale with the amount of ammo the player has. Other than this there were no other changes. |

| **Brief Description of your testing** |
| --- |
| I played it a couple of times but there wasn't anything new to test. The testing took a while because there were many problems with the player scaling with the ammo, so I had to add a feature then test most of the time it was working so I had to do an error test and find out what the error was to fix it. |

| **Link to testing results/tables** |
| --- |
| **Alaska :**  The enemy can move around now and the player can kill the enemy and the shooting feels nice.  **Shelley :**  The enemy is drawn in the same spot of both levels 1 and 2, but the player dies instantly to the enemy.  **Rhys :**  I really like the idea of the player scaling with how much ammo the player has, it’s nice visual feedback on how much ammo the player has. |

| **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://youtu.be/4vQjjMxz4F8> |

| **Sprint Reflection and summary** |
| --- |
| This wasn't very good because I had lots of errors that I was unable to fix so I got unmotivated and I stopped doing work. Once I finally fixed these errors I was able to get back to coding. |

| **Notes for next time, future improvements** |
| --- |
| I need to make sure I fix my errors before I lose interest in coding, so if I am able to fix errors before I lose interest in coding so I manage to get my game finished. What I need to work on next time is fixing the enemies, by making a delay between when the player gets hurt(if a player gets hurt then start a 2-second timer where the player cant get hurt). I also need to start working on graphics and new level once I fix the enemies. |