Sprint Tracking

| **Name:** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 7 | 9/7/2021 |  | 4/5  (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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| Just fixed the first level off of the feedback from sprint 6. Also, I tried to make the game over screen restart you from the level you died on, however, I wasn't able to get this working in this sprint so I will need to work on it in the next sprint. This was most of the stuff that I got made this sprint because we had just come out of level 4 lockdown and I was working so I had no spare time to work on my game. |

| **Brief Description of your testing** |
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| Because there wasn't much added to this sprint I didn't test much except for when I tried to add the restart from the level the player died on, to test this I added part of the feature and then tested it to make sure it was working(If it wasn't I would know what the error was because I didn't add much and knew what the error could be), once I had fixed the error in my case I wasn't able to so I removed this feature for now so I can come back to it next sprint and get it to work. |

| **Link to testing results/tables** |
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| Nothing was added to playtest but I joined my weekly zoom call and got visual feedback.  This was the feedback :  Don’t add a help screen on the main menu because my first level already shows the player how to play while they are playing and this is more of a hands-on tutorial that can be more user friendly.  Make an idle player animation, so the player feels more alive.  Make it so the player can't kill themself by shooting (for this I didn't want to do this because that's the whole concept of the game that the player has to be strategic so they don't die)  Make fire/water animated. |

| **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/DXKImwnw6jU> |

| **Sprint Reflection and summary** |
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| I don't feel happy about this sprint, because my game is feeling more like a game. I was looking forward to working on my game but since I was working every day for that sprint I had no time to work on my game so no progress was made for this sprint. |

| **Notes for next time, future improvements** |
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| Make sure I can set aside more time to work on my game so I can get my game finished in time and maybe have time to add polishes to the game or make more levels. My goal for the next sprint (sprint 8) I need to add more levels. I am aiming to make 5 levels. If I have more time I will try to get 10 levels added. After I have made levels I will be working on my enemy graphics because I haven't made graphics for them yet. |