Sprint Tracking

| **Name:**  **Luke Moxsom** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 4 | June 21st 2021 | Wed 6th Jul 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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| During this sprint I did a major rework to the size of the screen(how much the camera can see), this was changed because of the testing that was done, the testing brought up that the camera felt too cramped and the player couldn’t see enough, from looking at other shooter platformers I notice they all had the camera zoomed out quite a lot which helps make the game feel more open, so I changed how much the camera could see.  In this sprint, I also fixed the enemy because before the sprint the enemy would not turn around when it hit a point it was meant to turn around.  In this sprint I also completely remade my title screen and death screen, this was the main focus of this sprint because the old death screen wouldn't work and the title screen was very basic and empty. These changes were making the death screen work was the first step, once I managed to get that working(just required the viewport to be reset), I moved on to adding buttons to both title and death screen, these were quite simple and straightforward and managed to get these working in no time. The layout I made on the screens was both screens had a quit screen, the title screen has a play button to start the game and a settings button(takes you to a new screen but is blank and only has a button to take you back to the previous screen(broken at the moment always takes you back to the title screen). The death screen has a continue button that restarts the player(currently only restarts them on the first level), and also has the settings button(also has the same issues as the title screen where the back button on the setting screen takes you back to the title screen). |

| **Brief Description of your testing** |
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| I added a feature then tested it, eg I added the enemies then test if they were working in the way I wanted, the same was done for the title screen, however, quite a few problems were encountered with the title screen, however since I only added little bits at a time and then test I was able to know what was breaking the code and a possible fix the problem. |

| **Link to testing results/tables** |
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| **Bob :**  I like the new camera zoom, feels like you can see a lot more now.  **Shelley :**  I like the addition of the new menu.  **Rhys :**  The game is coming along nicely and can see what the finished product is going to be. |

| **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/RFCc7bfV1VY> |

| **Sprint Reflection and summary** |
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| This sprint went well, I managed to get lot done, by understanding I was falling behind by not making any progress, so this sprint I forced myself to get as much done as possible, I am happy with the progress I managed to get done and I now have the main part of the game made and can start working on things that aren't needed features in my game or can start making graphics. |

| **Notes for next time, future improvements** |
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| Keep up at this sprint working pace and get as many features added as I did this sprint, next time I need to if I get a major bug in my code I need to keep working and not just give up, because in previous sprints I was falling behind because I would just give up when I get a major bug. |