Sprint Tracking

| **Name:** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 6 | 10/8/21 | 2/30/2021 | 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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| A Lot of graphics wise changes were made including all blocks being completely remade with a completely different art style, and I made the first level, both graphics and first level were inspired by Fire Boy and water girl. Also, I remade the damage tiles(they deal damage to the player if they touch it) this is a little fire. |

| **Brief Description of your testing** |
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| My testing included adding the graphics to the game testing they work and in this case, it took me a couple of tries to get it working, but I would test the graphics find the issue in my case the detail wasn't big enough and can't be seen when zoomed out so I edited the graphic by making the detail bigger and then trying again and repeated this until it worked. This is the general concept of how I test everything I add a little bit, test, error check, then fix errors if needed. |

| **Link to testing results/tables** |
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| [Sprint 6 testing](https://docs.google.com/spreadsheets/d/1slBCU-F9kjP-Dh8B-igf-BlG0Bhd4Y5EOdRty2-uSGo/edit?usp=sharing)  Henno - Need to make a menu button on the home screen that will take the user back to the title screen. Should delete the ladybug if the player touches it. |

| **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/6GycEI-GwjU> |

| **Sprint Reflection and summary** |
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| I am super happy with how this sprint went. During this sprint, I am able to see my game coming together and can really start to see the image of my final game. In this sprint, I was able to make a lot of graphics that I am happy about because I have never been good at art before. |

| **Notes for next time, future improvements** |
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| Next time I need to fix the feedback I got and start working on new levels. A whew graphics will need to be made like the enemy and may be changed if feedback is made on them. But other than that my main focus for the next sprint will be levels and then maybe the title screen. |