Sprint Tracking

| **Name:** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 9 | 18th of October 2021 | 29th of October 20201 | 5/5  (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, there was a lot of major changes which made my game reach the point of being complete. These changes were I added a fully working level select screen, add 4 more levels (to make 5 levels in total), added all my own sounds (made completely by my mouth), added enemy sprite graphics. |

| **Brief Description of your testing** |
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| For my test, I would add part of a feature I wanted to add then test, if something didn’t work I knew exactly what was changed and what broke it so I could work on fixing this. E.g when adding my level select screen I would just add the in the first level to choose and make sure you could hover over it then once that was working I made it so you could click on it then take you to the next level I then started working on adding buttons and etc, etc, etc. |

| **Link to testing results/tables** |
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| Shelley: I like how the game has come along the new sound great.  Henno: the level difficulties arent correct, level 1 is the hardest and 3 is the easiest.  Rhys: like all the new levels and how the level selection came out, wish the game changed to the next level when I completed the level I was on.  Graeme: Good game.  Alaska: I like the art style and sounds.  For all the feedback on this sprint, I will only be looking at this how my game could be improved for next time because I don’t have another sprint to fix these problems. |

| **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/Q8ibpjJr5w4> |

| **Sprint Reflection and summary** |
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| I am happy with the amount of work I managed to get done this sprint and am pleased with the outcome of my game. However, looking at the feedback there is still work to be done and if I was to revisit my game I would work on that and make my game much more polished. |

| **Notes for next time, future improvements** |
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| For next time I make a game I definitely need to take feedback into more consideration because it gives you a look at other peoples perspectives. And for next time I need to work on my time management because I found myself doing most of the work at the end of the sprint when I should’ve done little bits every day so I didn’t burn myself out on 1 day. |