Sprint Tracking

| **Name:**  **Luke Moxsom** | **LLeefvsdjhcnsdn bhkdsc vb, zsj bf ds v khxdcvbjn, xfvmzxc fcj,zdmxn** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 1 | Thursday 13th May  9:21 am | Sunday 23rd May 12am (end of Sunday 23rd of May) | 3/5  (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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| The first map with the tutorial completed added a spike that will kill the player when they touch the spikes and makes the player die when they fall off the map. The player starts with three lives and when the player dies in any way they lose a life if the player's life goes to -1 or below 0 the player dies and cannot restart. Finished the first and second level(with very basic graphics) the first and second level have tutorials on them. Started implementing views (views are the start screen and game over screen). |

| **Brief Description of your testing** |
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| For testing I wanted to make sure I never added a huge amount of code without testing, this was done to make sure I know what was breaking it, because I was only adding a little bit of code than testing I knew exactly what happened. To test code I had added I would know how the code affected my game and push that feature to the limit so I know the game wouldn’t break, e.g when adding a death system(lives and ways to die), I made sure I only added one way of dying first made sure that worked then moved onto another way of dying (e.g I added spikes then made sure they worked as intended, then added a way to fall off the map), then after having the ways of dying I added lives and a way to fail the game, once the lives were added I tested each way of failing and made sure the lives worked exactly the way I wanted them to work. |

| **Link to testing results/tables** |
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| **Graeme :**  Movement is working and the ladder is working at the moment there isn’t anything to do in the game.  **Henno :**  Can just run around and jump and die at the moment.  **Alaska :**  Yep, it’s a game. Nothing the do in the game there is no idea for the game or point to play it at the moment. |

| **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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| [Link to sprint 1 video](https://youtu.be/g7rX7WLrALo) |

| **Sprint Reflection and summary** |
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| I am happy with how I have done for the coding side of things, because I have never coded in python arcade, so I am happy with how much I have learnt about coding. Some things I had trouble adding and fixing, these things were the map linking, I was unable to link my map and spent half the sprint trying to fix this issue, another thing wasn't a big issue but it was learning Tiled as I had never used it before I had to use a week of my sprint learning and setting it up, other then these problems everything went well and I was able to add lives and ways to die easily without hassle. |

| **Notes for next time, future improvements** |
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| Need to start adding the core elements of a shooter game to my game (shooting and enemies), I also need to start creating my own graphics so my game starts to feel original, however, to add my own graphics I will need to think of what art style I want to go with, while art style should not be the main focus I can still start to look into art style for inspiration. |