| **Name:**  **Luke Moxsom** |  | | |
| --- | --- | --- | --- |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 2 | 25th May Tuesday  9:47 am | Monday 14th June | 2/5  (out of 5 stars) |

| **KANBAN board at the start of the sprint** |
| --- |
|  |

| **Screenshot of the game at the start of the sprint** |
| --- |
|  |

| **Major Changes and Achievements Described** |
| --- |
| Started implementing my own graphics to blocks (Dirt added), set up basic idle animations to make sure I could easily add my own character when it comes to doing that. Changed word colour to be red to warn players if ignored it can result in death. I also completely made my first level which will be my tutorial level. |

| **Brief Description of your testing** |
| --- |
| This sprint I wanted a break from coding as in the last sprint I had done a lot of coding and had to learn everything so I wanted a break from coding, so this sprint I worked on basic graphics, this was done by adding a block then making sure it works properly. |

| **Link to testing results/tables** |
| --- |
| **Graeme :**  I like the first level and I like how the tutorial is in the game.  **Henno :**  He has made the first level but still not much to do in the level, but it’s still a good tutorial level. I like the character being a stickman.  **Alaska :**  There is a stickman drawing that doesn’t really work because it has no walking animation. |

| **KANBAN board at the end of the sprint** |
| --- |
|  |

| **Screenshot of the game at the end of the sprint** |
| --- |
|  |

| **Video of the game at the end of the sprint** |
| --- |
| [Platformer Game Assessment : Sprint 2](https://youtu.be/dMaIEEXUt8M) |

| **Sprint Reflection and summary** |
| --- |
| In the first week of the sprint and was working on graphics throughout this first week I found it hard to decide what graphics I wanted, because of the difficulties I was planning on the second week and have reapproached how I will be making my game, this will be creating the skeleton of the game(all the needed features for it to be a shooter). |

| **Notes for next time, future improvements** |
| --- |
| During this sprint my focus was graphics and I found it difficult thinking of these graphics, I am not that good at art and I didn’t even have a plan for my game yet and I was trying to force myself to work on graphics because I was forcing myself to do something I couldn't do I was starting to get discouraged and halfway through the sprint I gave up and stopped working on my game. Taking the last sprint into account I have decided to fully complete the gameplay of my game and finish it before I move onto graphics, and next sprint I will need to work harder so once I have finished my game I will still have time to add more features that I want to or think it would make my game better. |