Sprint Tracking

| **Name:**  **Luke Moxsom** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| Sprint 3 | 2021 15th June | 21st June Monday | 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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| In this sprint, I added the ability to shoot and the base code for enemies(So I can get enemies set up next sprint). My main focus in this sprint was to add a combat system(shooting), this goal was achieved. I managed to set up a functional shooting system that uses the mouse to aim and then click to shoot. I also had major planning during this sprint in what type of game it will be, the type of game will be a slime based game with a different type of slimes eg. a slime with armour inside of it(this will be a tanky slime) and slime with a gun that is sucked up(A weaker slime but will shoot the player), the player sprite will be a guy in a science quarantine suit that has a tank of water on his back that shoots water at slimes to kill them. However, during this sprint, I had to completely rework the size of my sprites so my text is not in the correct position so that will be fixed in a later stage when I am working on graphics as this is not a huge problem at this point. |

| **Brief Description of your testing** |
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| I added a small piece of code then tested it worked, if the code didn't work I would read the errors I was getting and then work around it for a fix, and if the code was working I would continue adding more features to my game and repeating my testing. This is the same as all my other sprint testing, and will continue to stay the same to ensure everything is working as it's supposed to. |

| **Link to testing results/tables** |
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| **Henno :**  There is an enemy that just jitters on the spot and does move anywhere or do anything.  **Alaska :**  Enemies don’t do anything but I like the first level and the way the game is going.  **Shelley :**  I like the idle animation of the player and it would be cool looking player graphics, but not much to do in the game.  **Rhys :**  The camera feels too cramped like I can’t see much around the player. |

| **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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| [Platformer Game Assessment : Sprint 3](https://youtu.be/3Z4DWeJckE0) |

| **Sprint Reflection and summary** |
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| I am very happy with how this sprint went compared to the previous sprint, I managed to get shooting finished and working. I feel like I did double as what I did in the last sprint and that is excellent because this sprint was finished in a week compared to the last sprint which was 3 weeks, if I continue at this pace I will be well on track to finish the game in time and be able to add extras so my goal is to continue at the pace of this sprint. |

| **Notes for next time, future improvements** |
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| This sprint my focus was to get as much done as possible because the last sprint I got almost nothing done in 3 weeks, this sprint I only had a week and managed to get shooting working, the shooting is amiable with the mouse and I have added a few optimisations to it (bullet despawns when hits a wall, bullet despawns when it goes off the map and screen). In this sprint I also got the base code for enemies working, this is so when I come to add the enemies I know the code works already and just have to draw the enemies (I still have to improve features on the enemies like when you get hit by it you have a delay until you get hit again). Now that I have the main things made in my game I will improve my title screen and death screen as these need lots of improvements. If I can keep this pace up for the next sprint I will be well on track to complete my game and have time to add improvements. |