Sprint 2 Testing(movement speed)	Sprint 3 Testing(Bullet speed)	Sprint 4 Testing(Tile images)
I needed the speed and height to let the character be able to jump over gaps. So first I got the people to try it at around 10. But after having people play I found out some platforms need a jump speed of 14 and above so I decided on 15.	6 out of the 10 people I asked to test my game said they liked it better when the speed was at 5 or higher as it was not too hard but not too easy.	Most of the testing for the tiles is now irrelevant as the original designs for the tiles I made were too small for the sizing of the tiled map so I had to rework images.
Sprint 4 Testing(Player images)	Sprint 6 Testing (FixingAnimation)	Sprint Testing (Fixing animation)
After testing each player's images to see if they actually worked with the code I found out my designs were not very	Dude is invisible need to make him not invisible	With help from Hamish I found out that all I needed to add was arcade. sprite append() or something like

good so I switched them out to a slightly better stickman.		that. In my code i wasn't actually drawing in my dude which was a dumb mistake.
Sprint 8 Testing(Difficulty)	Sprint 7 (Enemy design)	Sprint 8 (Animation test)
If i finish the health part of my game I will be able to test this part	I showed some people my monster head that shoots fireballs and most of them said that it was all good and that's was good enough for me to keep it how it is	Now that my player sprite could actually be seen I had to test that each part of the animation was working and the image I wanted was showing which after a day of testing worked.Although my animation could be a lot better.