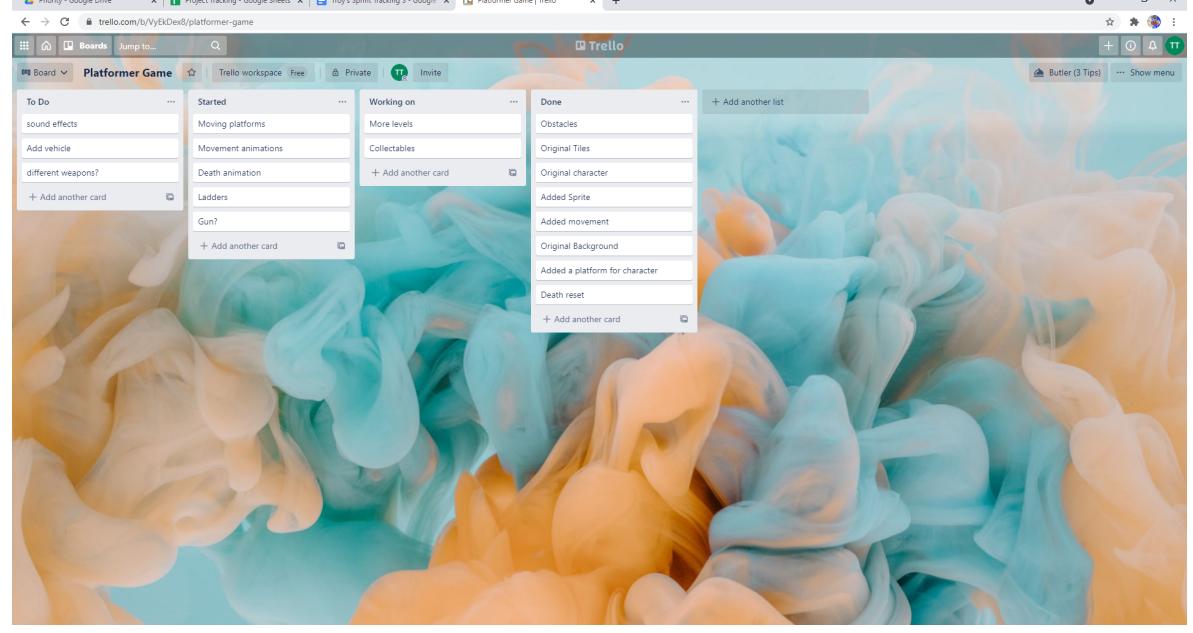


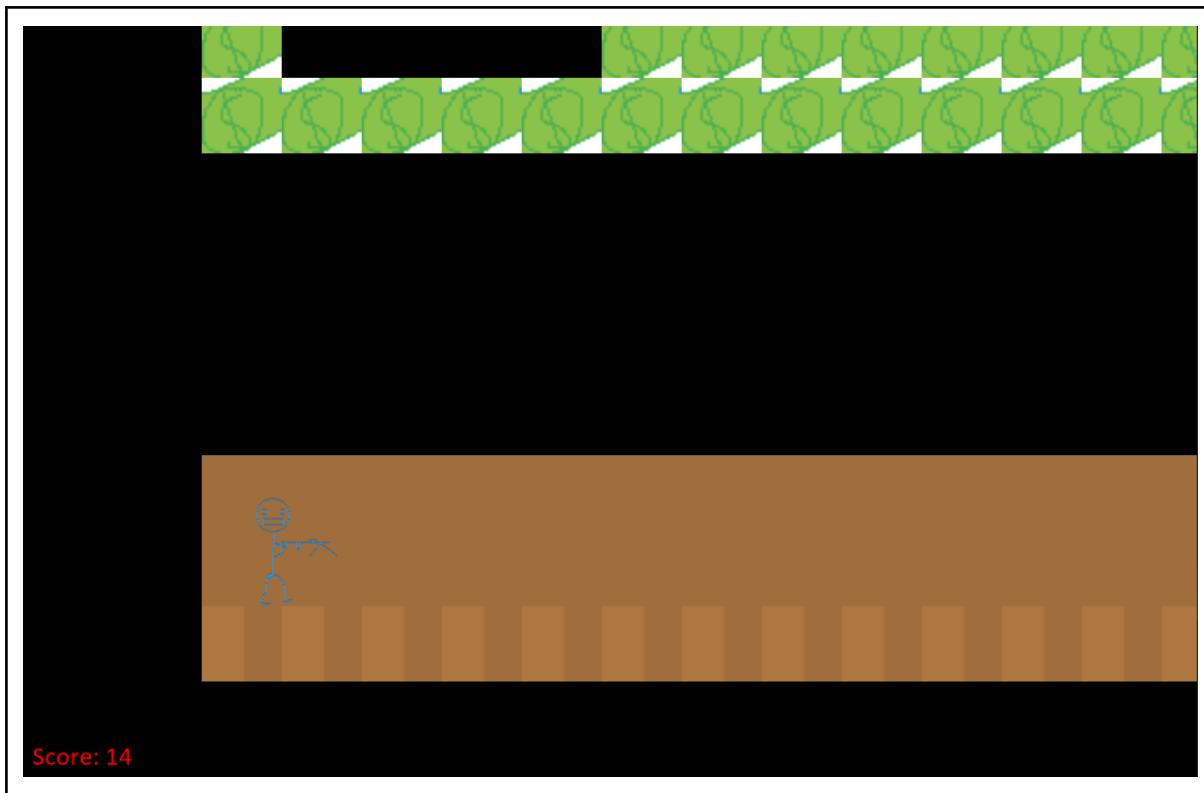
## Sprint Tracking

Name:Troy			
Sprint Number	Start Date	End Date	Work hard rating
6	9/8/2021	24/08/2021	 (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**

I have switched the image of the enemy to one that I have made myself. For some reason, for a while the code couldn't make a hitbox for the sprite so I spent most of my time fixing that. Then all my sprites including my character had this bug so i fixed that as well.

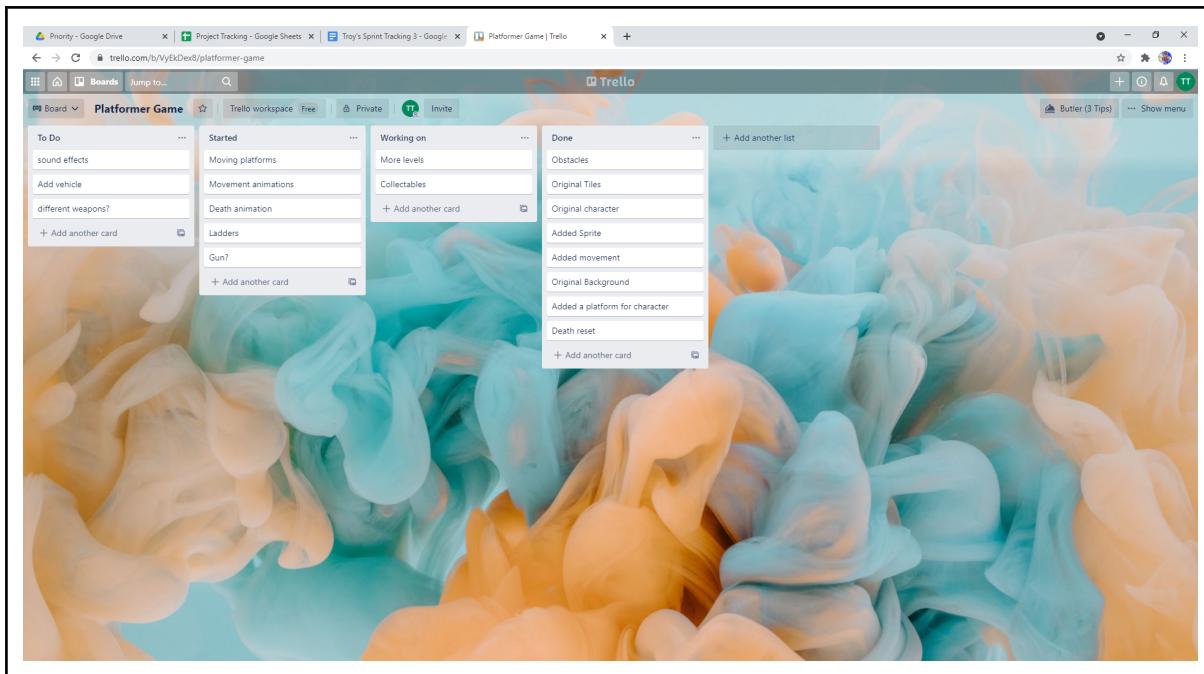
#### **Brief Description of your testing**

I had to try and get the player character to shoot for future plans.

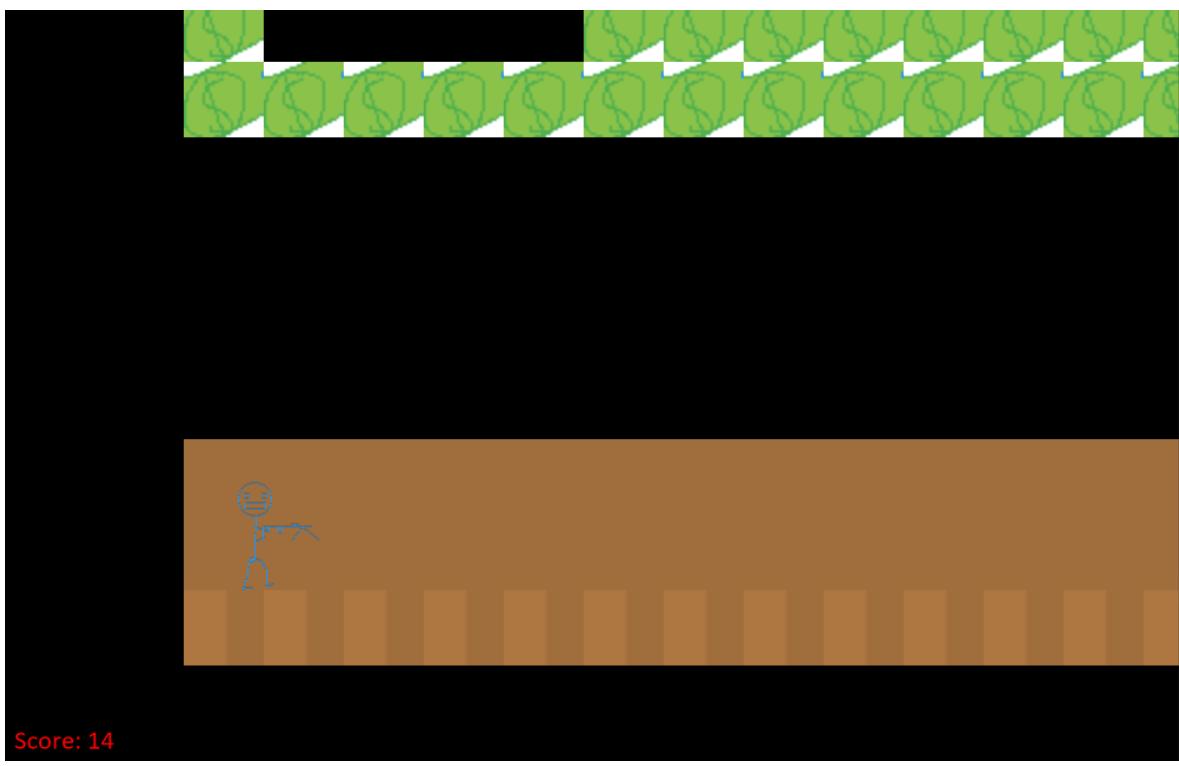
#### **Link to testing results/tables**

N/A

#### **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**

<https://drive.google.com/file/d/1EvYI2nbpNXGjIK0lp-mg0b0QRollTh0y/view?usp=sharing>

### **Sprint Reflection and summary**

Getting the player character to shoot and not look weird was something interesting to think about. The same can be said about the enemies shooting as well but it gives a certain aesthetic to the game so I will probably leave it how it is.

### **Notes for next time, future improvements**

Collision physics is something I still have to work on. And animation as I need to get it to work.