

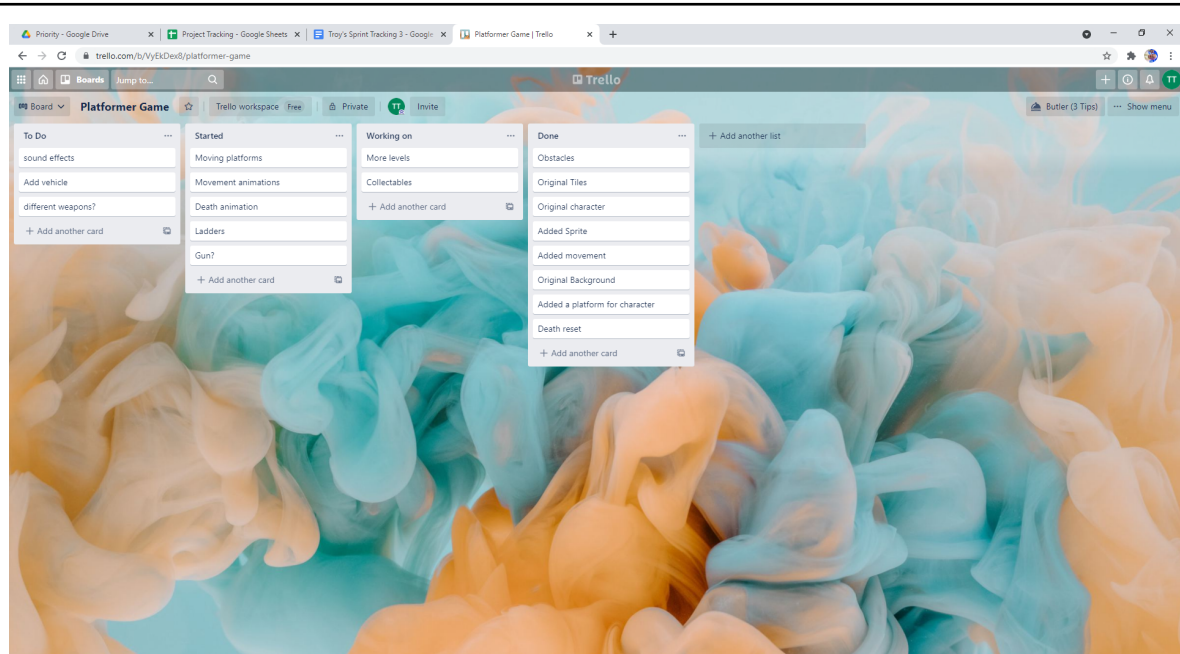


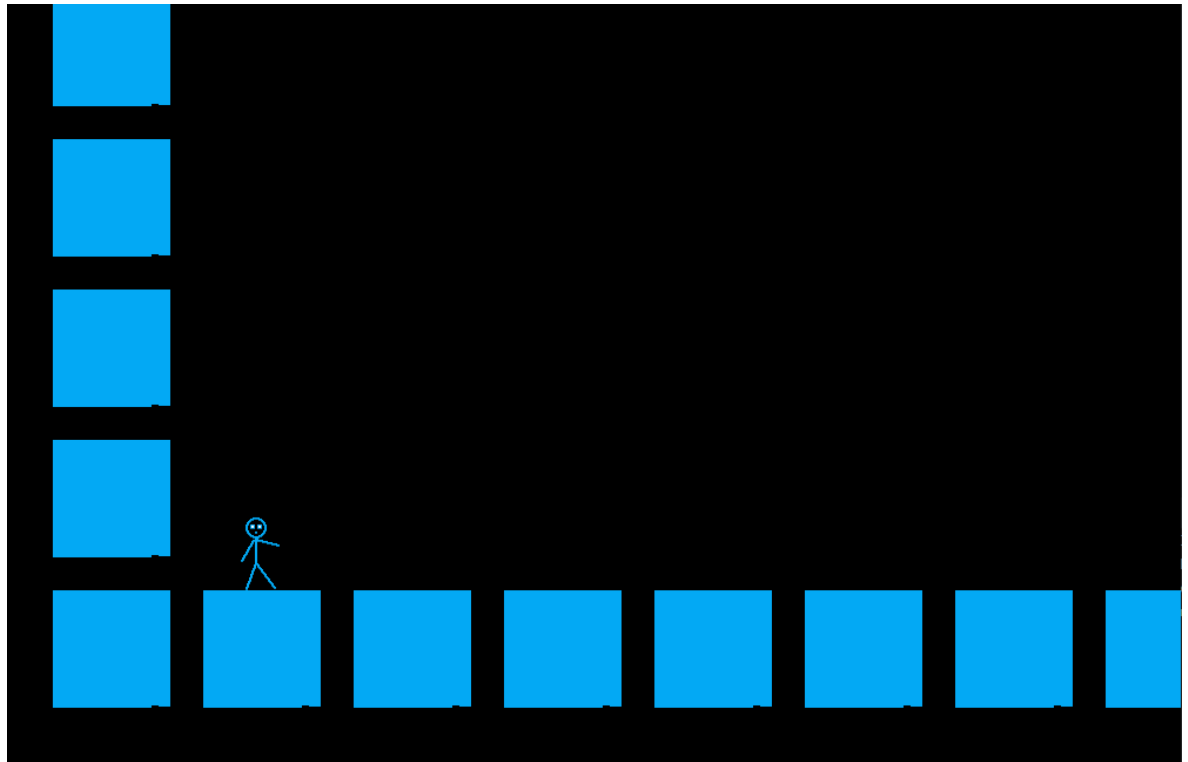
## Sprint Tracking

Name:Troy			
Sprint Number	Start Date	End Date	Work hard rating
4	5/7/2021	27/7/2021	  (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 made some bad designs that are going to be used in the animation part. I am also starting to figure out how to put ladders and moving platforms into the map. I will also have to reformat my maps as shown in the picture above. I made the tiles smaller than the tile size.

### Brief Description of your testing

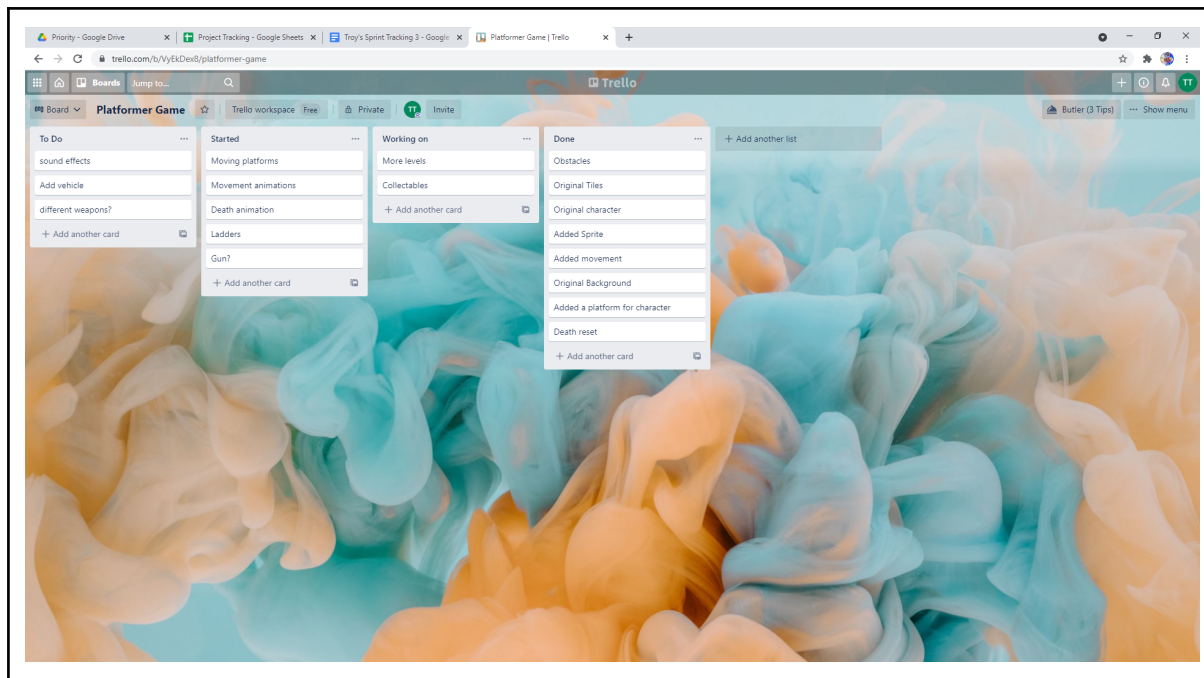
I have been testing designs for the animation for example the way the character is facing and animation for the movements like climbing and falling. I have also started thinking about power-ups and weapons as well as another dude

### Link to testing results/tables

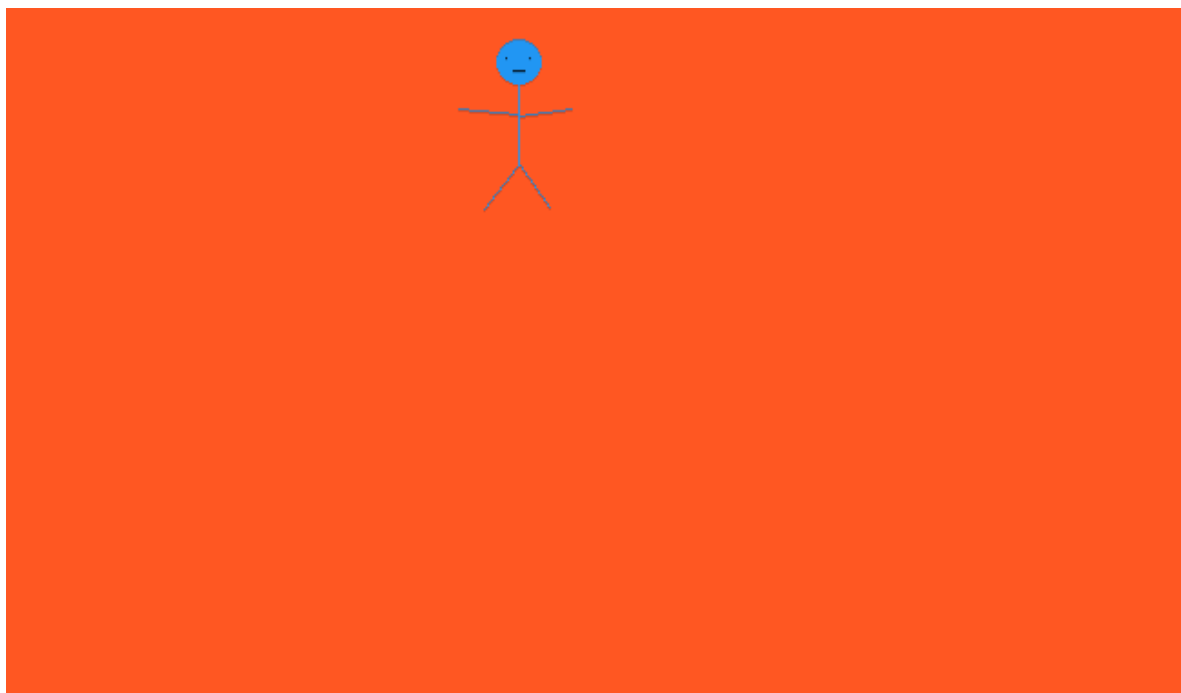
<https://docs.google.com/document/d/1bRoWiRpWR6BEMngrDy9Ut-xcOvdRYUWPXynn-M58y3A/edit>

Design and Testing Doc

### 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/18O0yW\\_8d-T0S5KY90jezbGN7oSE7nq5y/view](https://drive.google.com/file/d/18O0yW_8d-T0S5KY90jezbGN7oSE7nq5y/view)

### Sprint Reflection and summary

I think the designs will work as animations hopefully so that went well however more coding is needed to get that working as I haven't been coding as much as I should. I also have a better idea of what type of game I'm going for so that's cool.

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

Hopefully, I can get the animations to work then I will move on to getting the moving platforms and ladders. Then after that, I will try to get the gun and shooting stuff to work.