

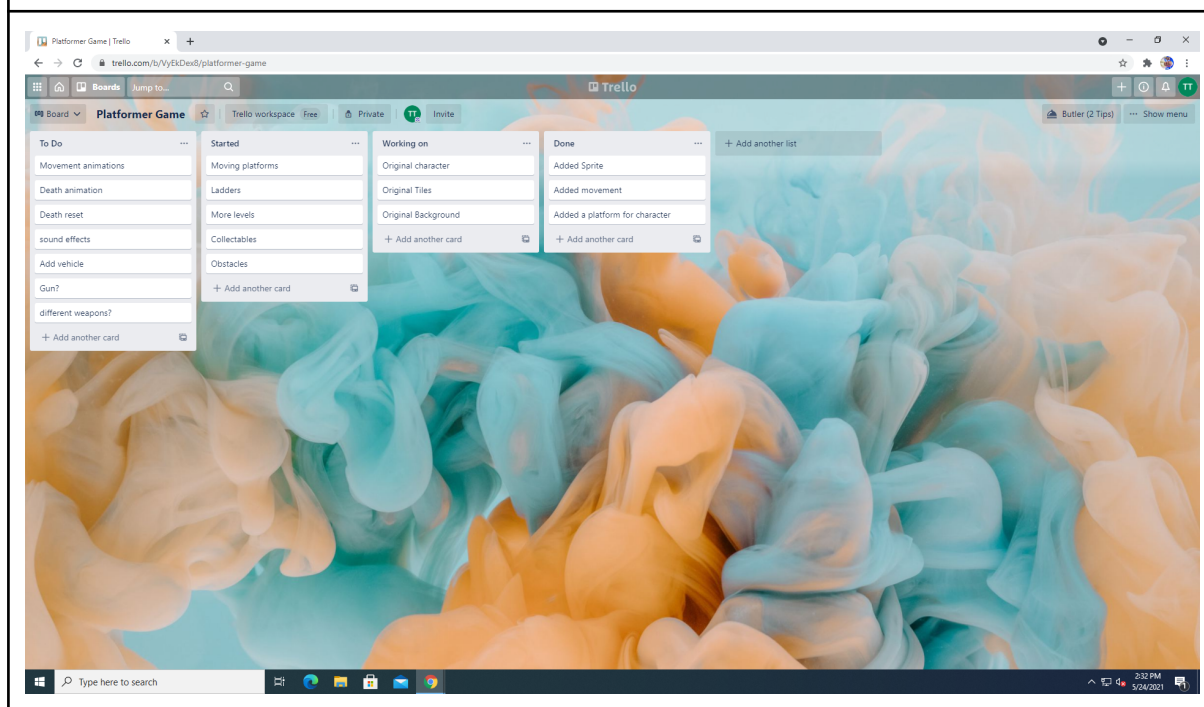


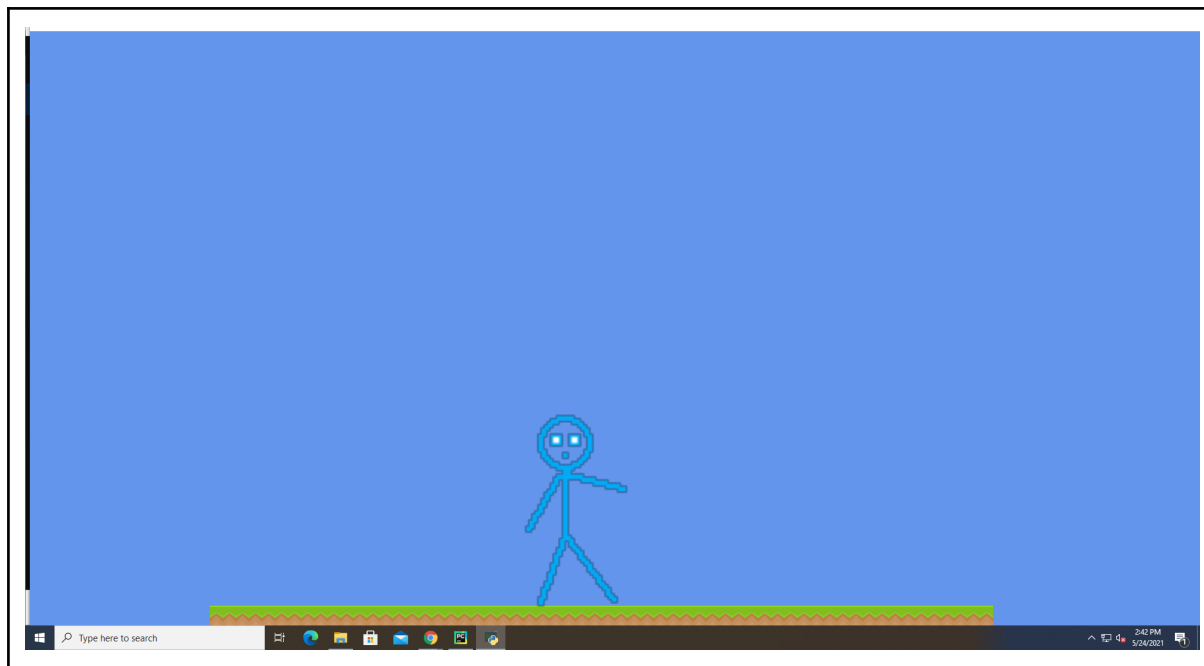
## Sprint Tracking

Name:Troy			
Sprint Number	Start Date	End Date	Work hard rating
2	24/5/2021	8/6/2021	  (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 two maps with tiles made from scratch. One of the designs of a tile is blue to test what the width and length of the tile have to be to fit properly in the tiled map areas. However, some of my tiles might not fill a tile spot because of the site that I am using to make the tiles. For another tile, it is supposed to be fire and I made it so if the player touches the fire tile they die and then respawn.

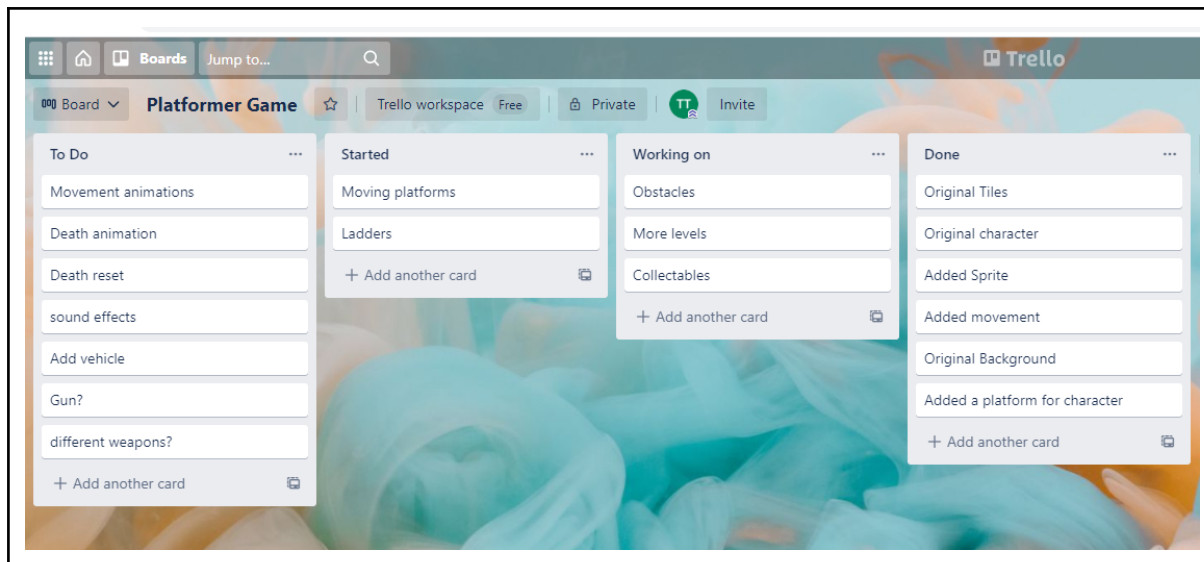
### Brief Description of your testing

For some reason, the maps wouldn't load because the file the maps were being kept in couldn't be found. So I had to test some things out to make it work. It was an easy fix because all I had to do was get rid of the first word in the code to get it to work.

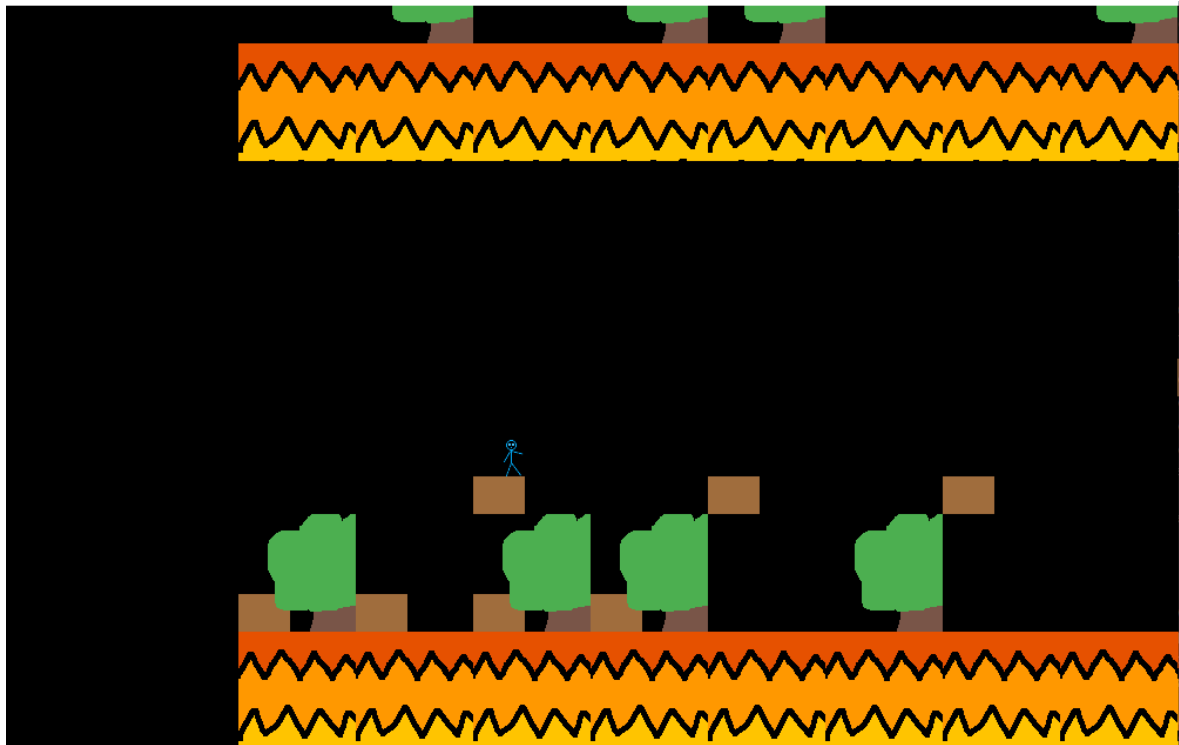
### Link to testing results/tables

[Testing](#)

### 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/1oRqOS8XaUau9Yo5qGUupY6Qc7isCZUry/view?usp=sharing>

### Sprint Reflection and summary

Because of spending my time trying to get my maps to load in not much was done besides

making more tiles and maps as well as finding out how to make the tiles that kill players. I will also have to test the tiles again in the future to make sure they are the right size for Tiled.

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

I will have to look at my code more often because the answer to trying to get my code to work is usually right there. I will also like I said above need to spend more time getting the sizes for my tiles so they look and work better.