Sprint Tracking

| Name:Troy			
Sprint Number	**Start Date**	**End Date**	**Work hard rating**
1	12/5/2021	24/5/2021	★★★☆ ☆ (out of 5 stars)

KANBAN board at the start of the sprint
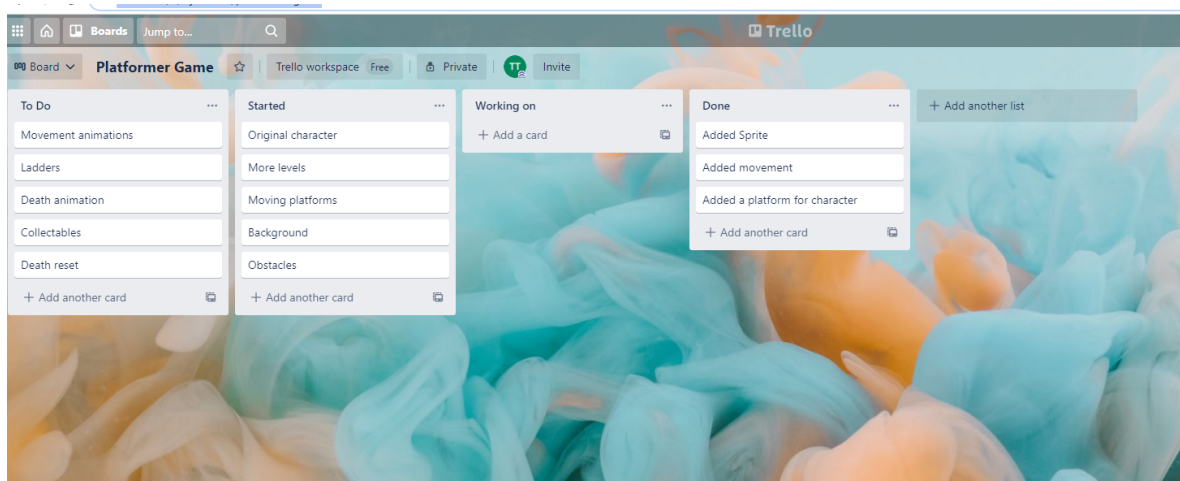
Screenshot of the game at the start of the sprint
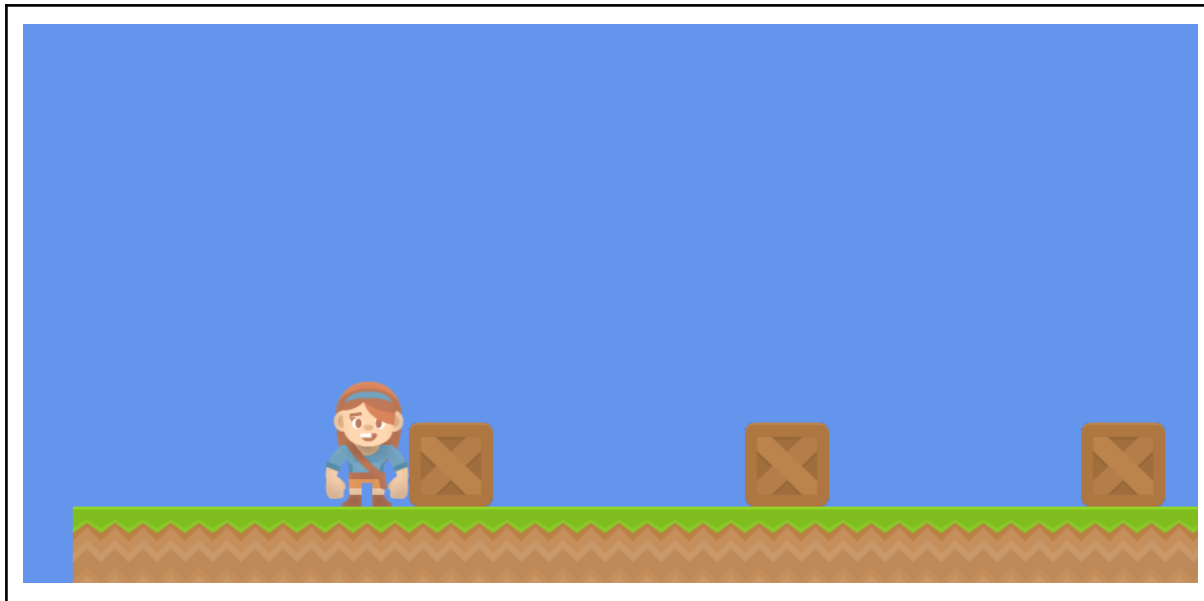
Major Changes and Achievements Described
I have started to try and make my own character design for the sprite. I have also started making better maps design-wise

Brief Description of your testing
I had to test how to change the image for the sprite and designing the sprite and the maps

Link to testing results/tables
[Testing](#)

KANBAN board at the end of the sprint
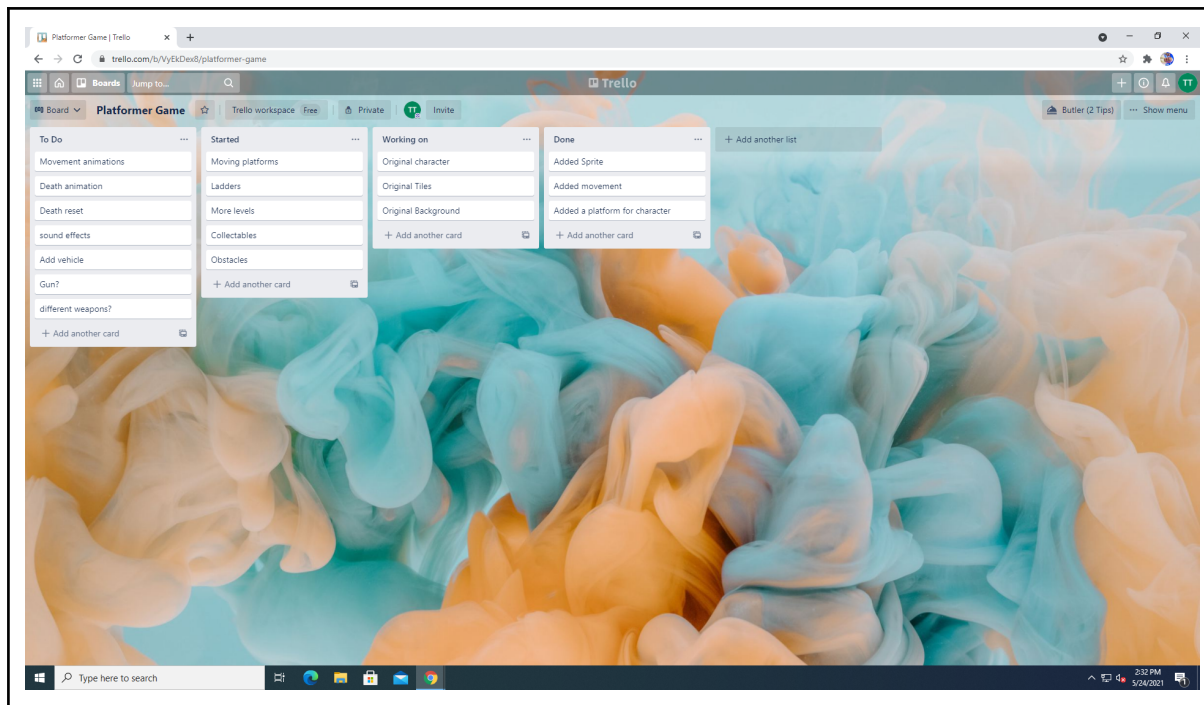
Screenshot of the game at the end of the sprint
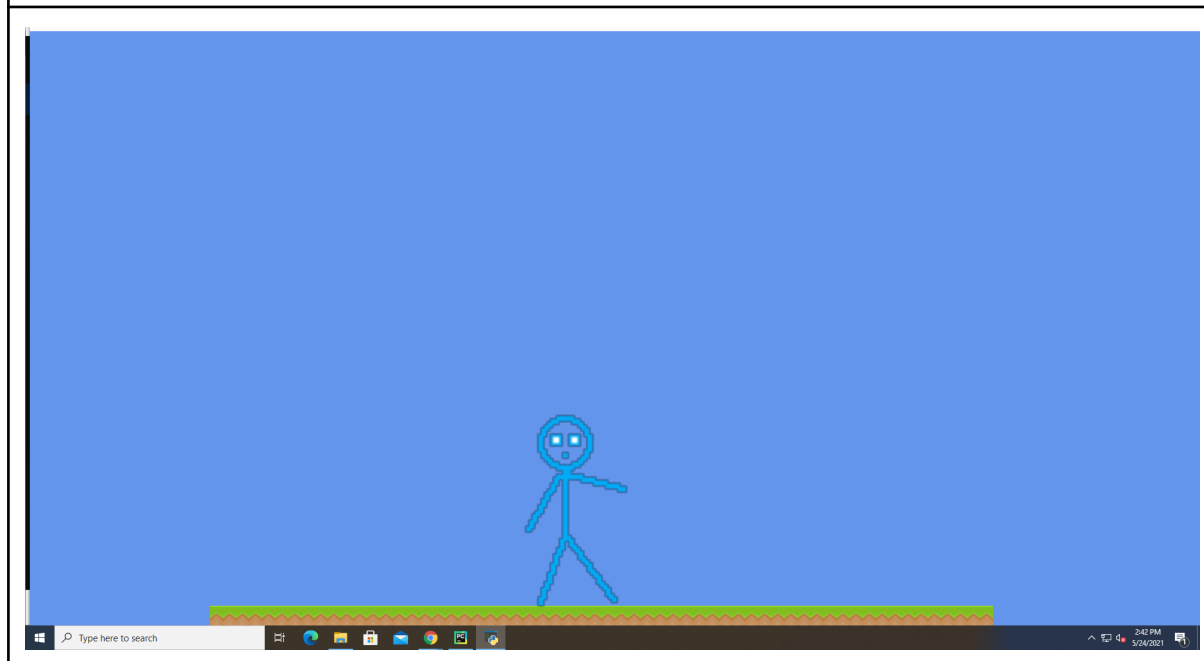
Video of the game at the end of the sprint
https://drive.google.com/file/d/17y09_3kQyCDgmKClMHfYQo3qpbNtp1Fl/view?usp=sharing

Sprint Reflection and summary

In the end, it took me longer than expected to get used to the map editor thing for example making the tiles and placing them in the way I wanted. It also took me some time to draw my character so i ended up making a stick man to test if it would actually work. This led to not much being done but is a good starting point to get things done.

Notes for next time, future improvements

Don't spend a lot of time on design. Keep it simple and improve them over time instead of spending most of my time on it.