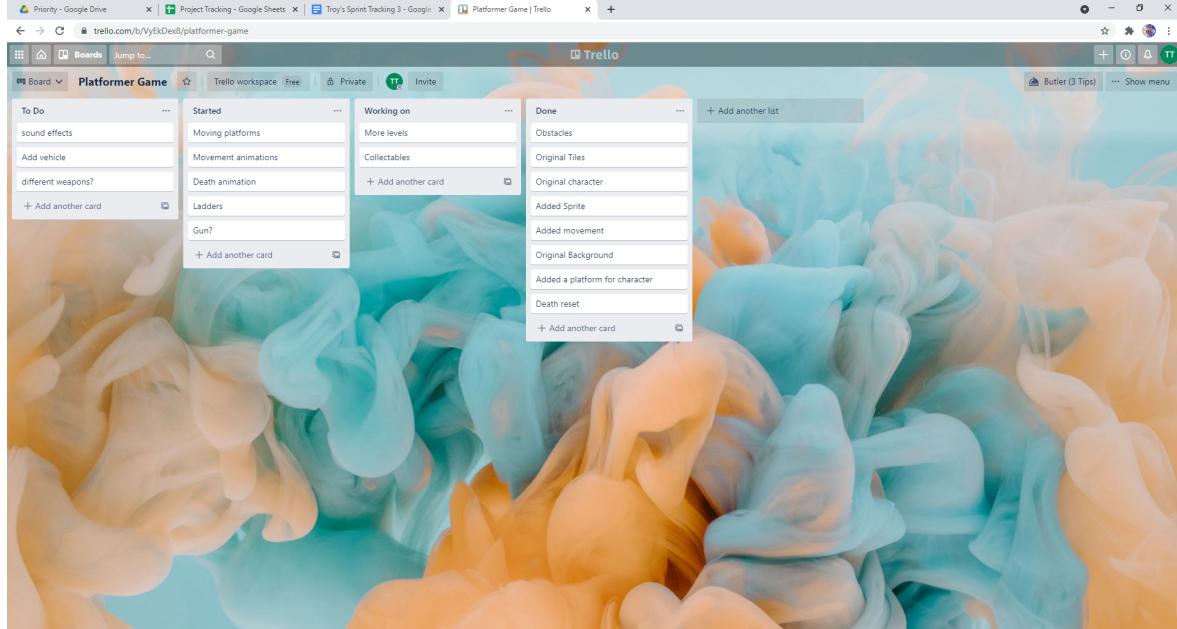


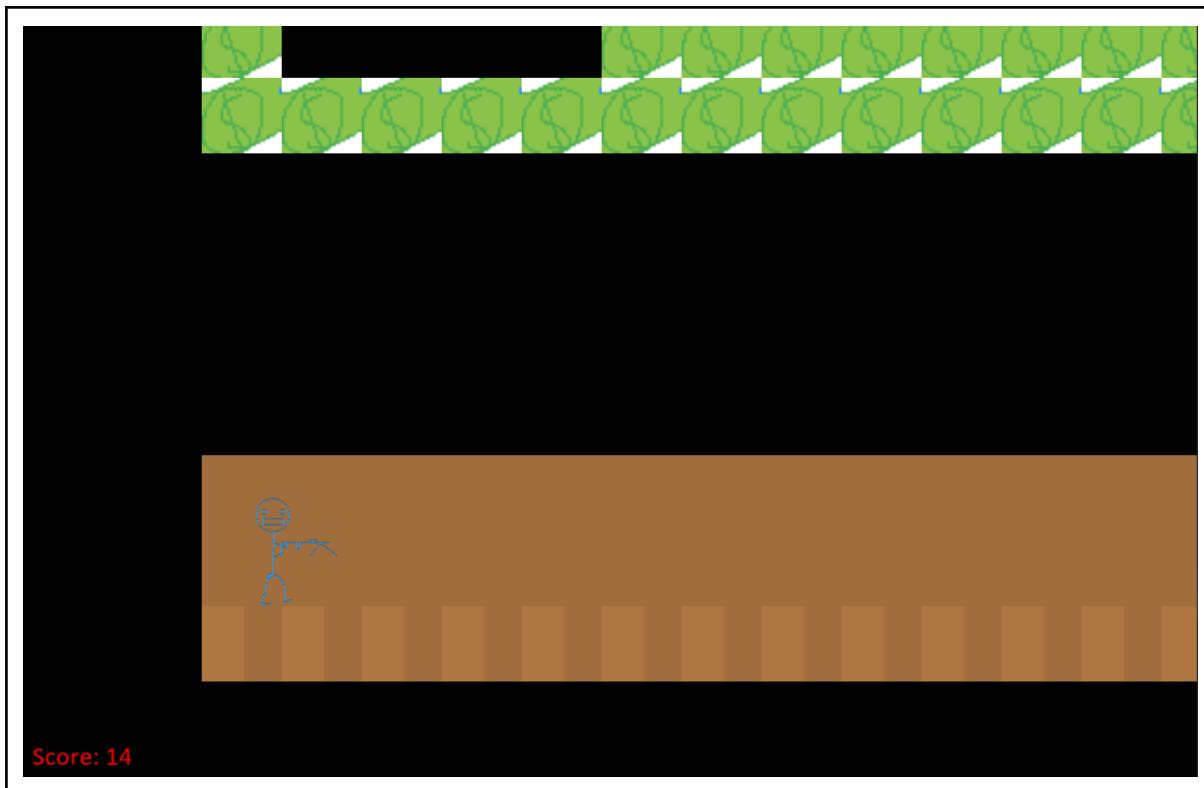
Sprint Tracking

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

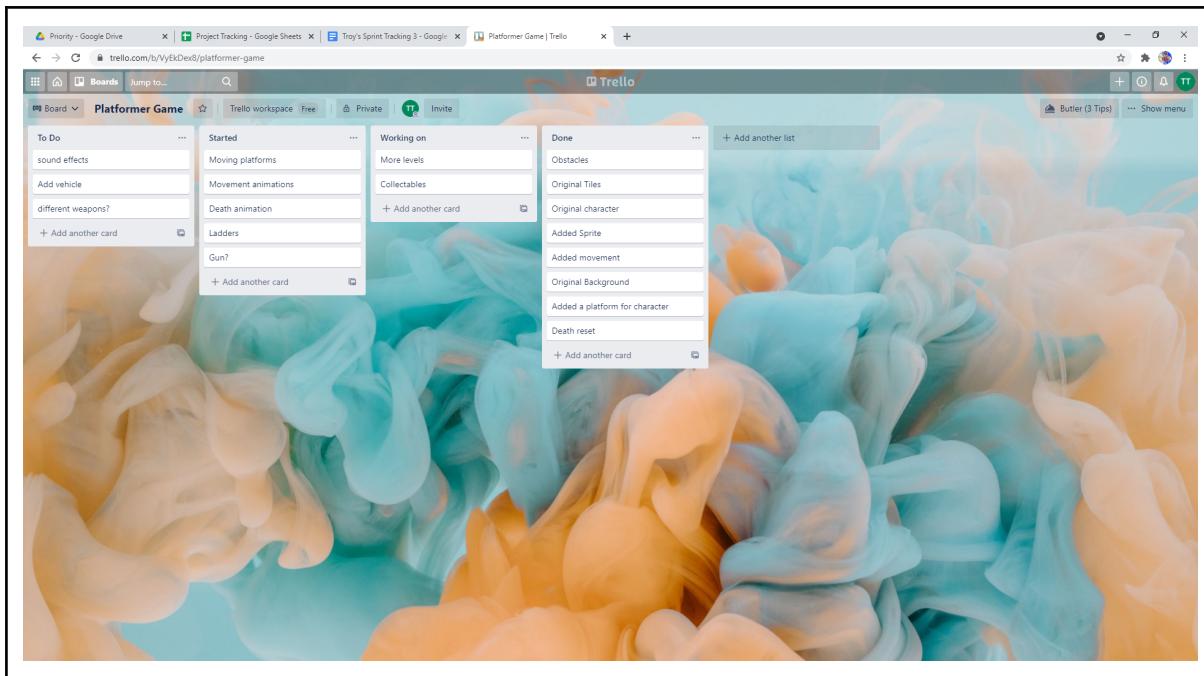
I have switched the image of the enemy to one that I have made myself. For some reason for a while the code couldn't make a hitbox for the sprite so I spent most of my time fixing that. Then all my sprites including my character had this bug so i fixed that as well.

Brief Description of your testing

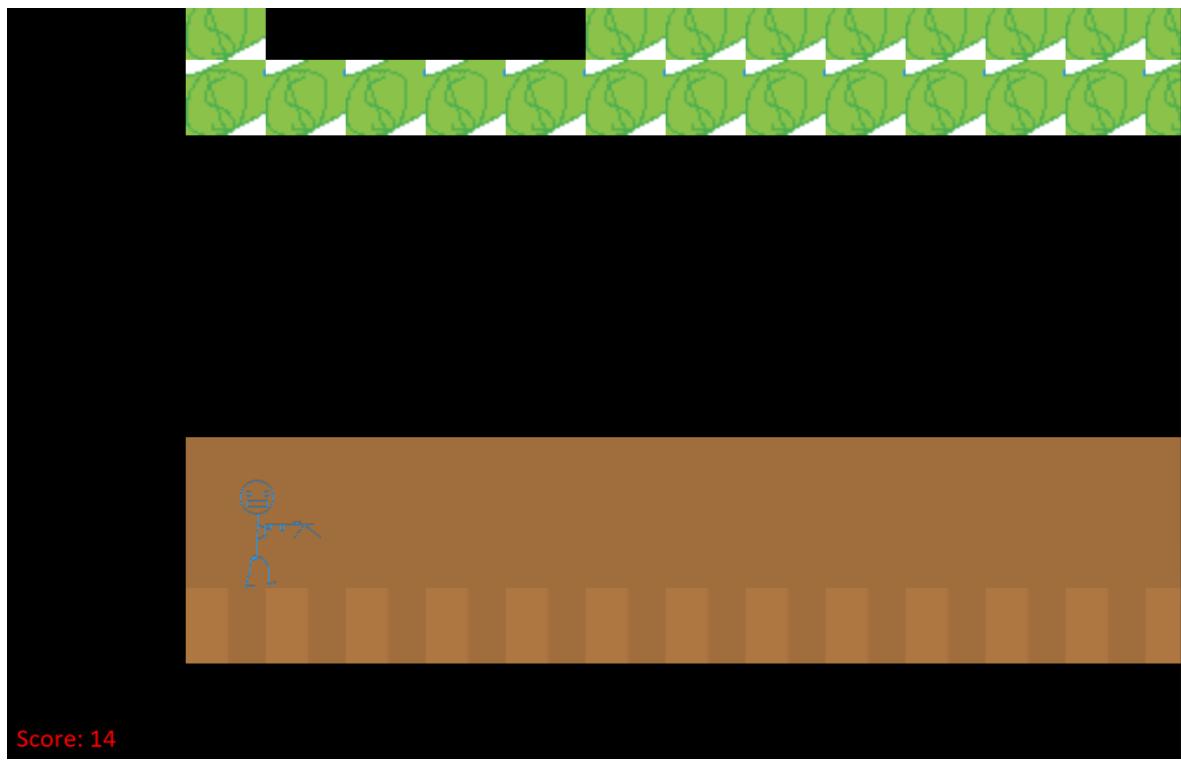
I was going to test the best bullet speed for the enemies.

Link to testing results/tables

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 right bullet speed so it is fun and challenging at the same time is something I am going to need to figure out. Get the enemies to suit the maps.

Notes for next time, future improvements

Collision physics is something I still have to work on.