Sprint Tracking

Name:Troy			
Sprint Number	**Start Date**	**End Date**	**Work hard rating**
5	27/7/2021	9/8/2021	★★★☆ ☆ (out of 5 stars)

KANBAN board at the start of the sprint
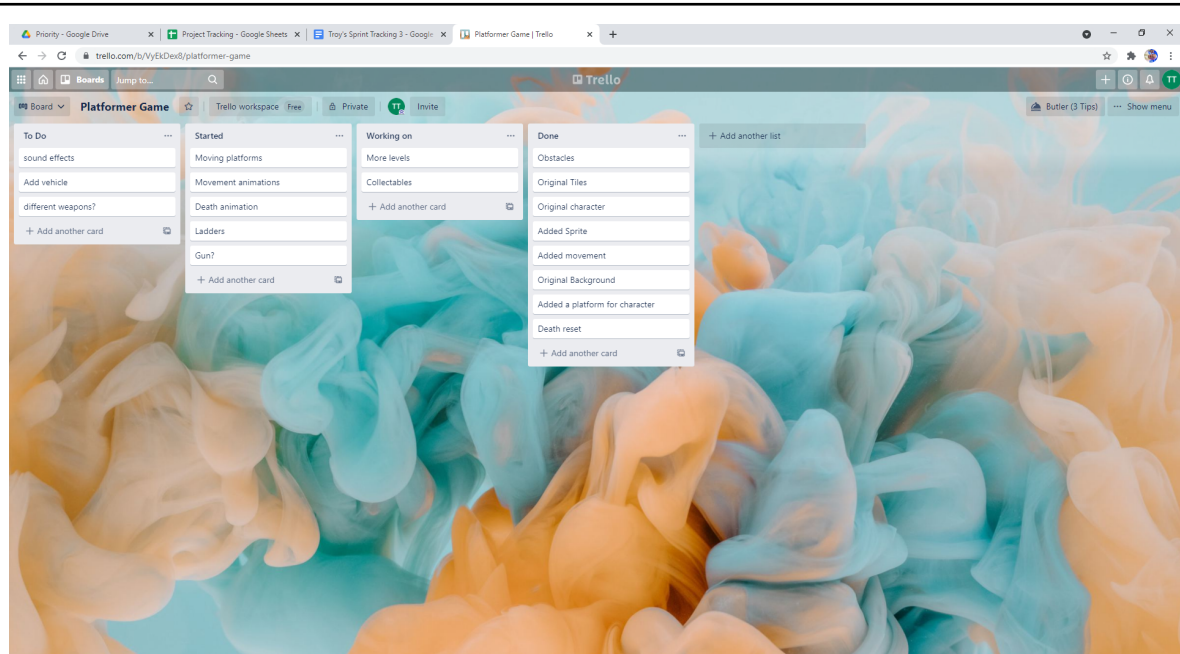
Screenshot of the game at the start of the sprint
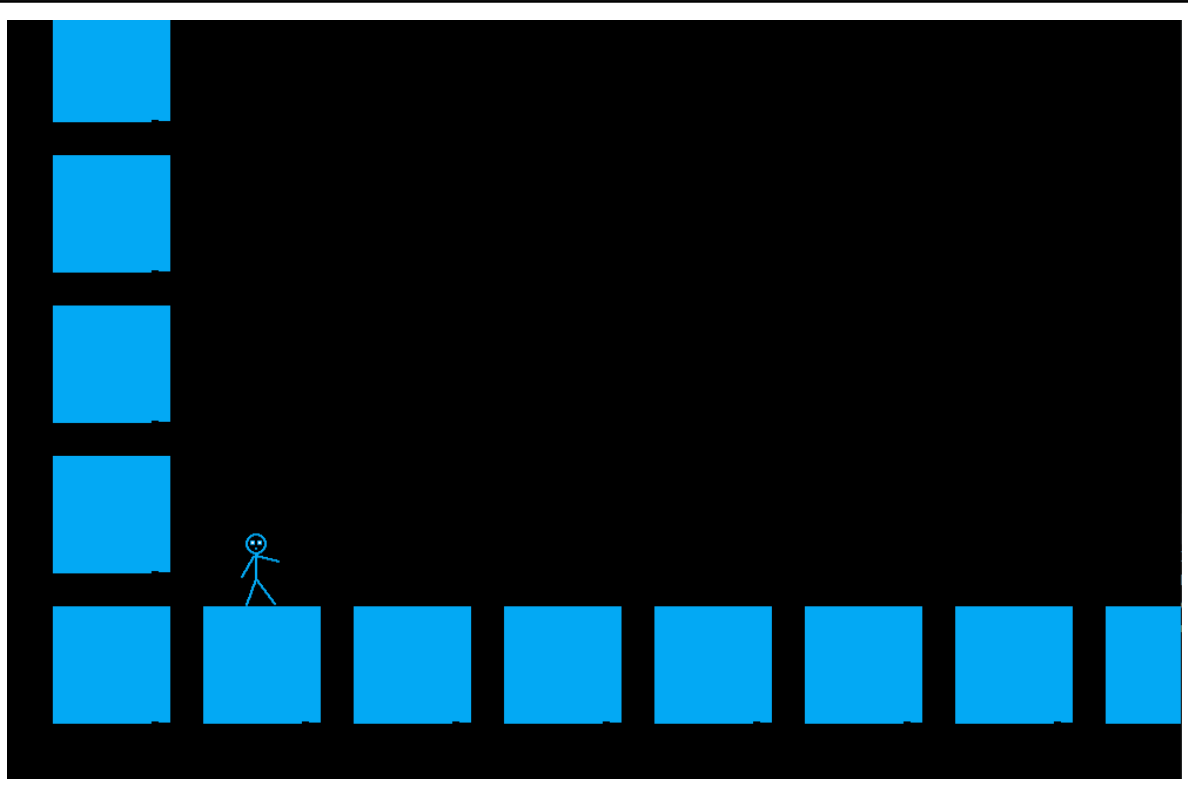
Major Changes and Achievements Described

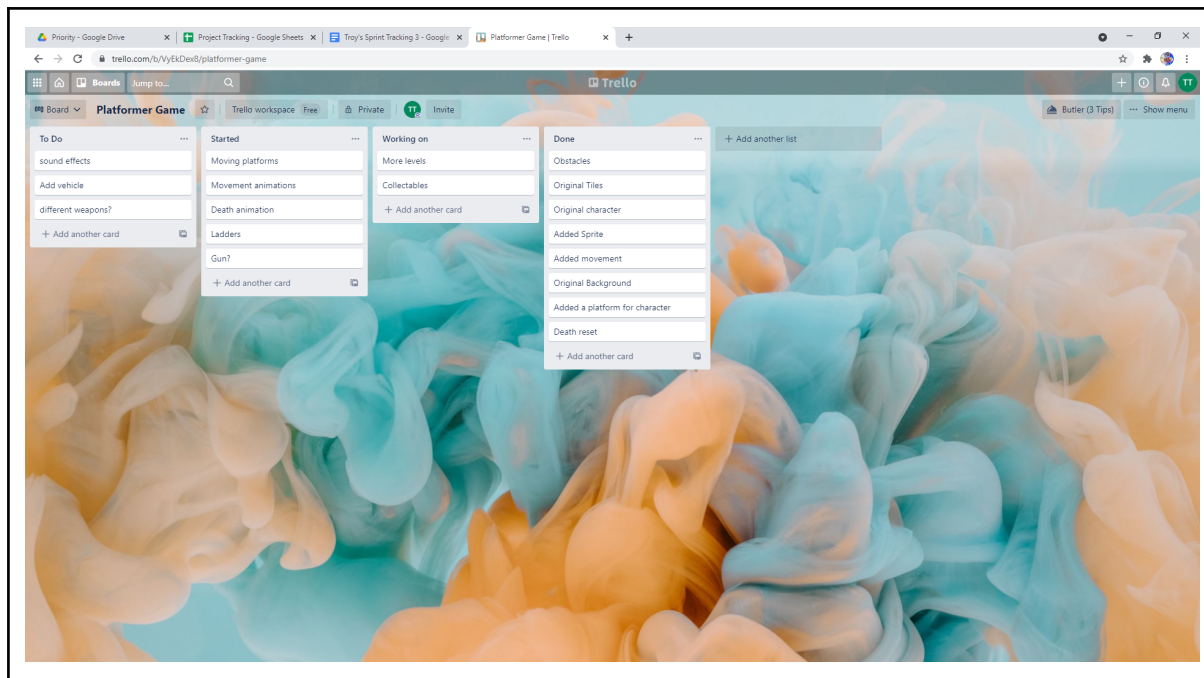I have now added in shooting so wherever you click bullet heads towards that direction.I am thinking of changing this so instead you press the spacebar and it shoots either left or right so it's like other games. I have also put some enemies in the game that shoot towards wherever the player is. In the future, I am going to change it from shooting towards the player to shooting straight either left or right because having 100 people at you and knowing exactly where you are is not very easy.
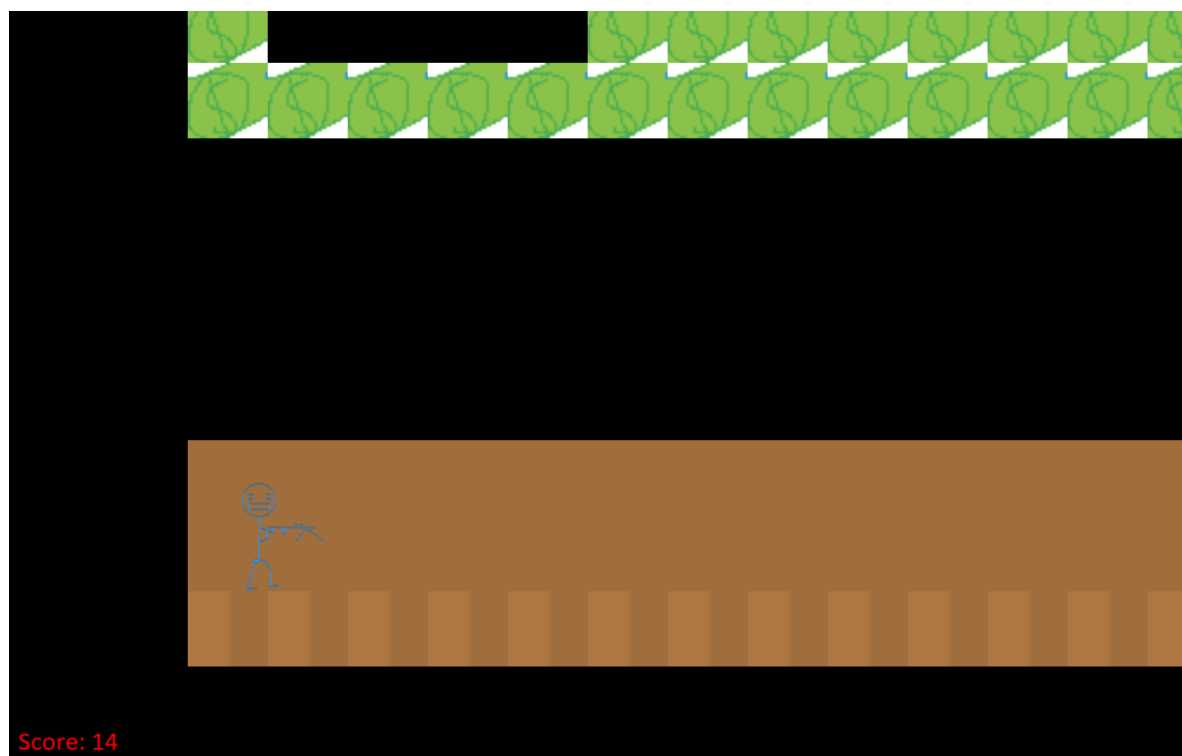
Brief Description of your testing

I am going to get someone to test if the bullet speed for the enemies is good or not. I would like whoever plays my game to not die straight off the start or have a million bullets shot at them with no way to dodge

Link to testing results/tables

KANBAN board at the end of the sprint

Screenshot of the game at the end of the sprint

Score: 14

Video of the game at the end of the sprint
https://drive.google.com/file/d/1reXGhJvVgOt9QHVOhjxZm2QtjYyZwyR7/view

Sprint Reflection and summary
Getting the bullets and stuff was easy to do thanks to helping from the tutorial. Getting the bullets to shoot out of the gun and not from my guys head is something i am gonna have to do. I will also work on the shooting pattern of the enemies as they will keep shooting forever and the bullets go to the position of the player. It also doesn't help that the bullets can go through the floor and walls.

Notes for next time, future improvements
Like I said in the previous box I will have to work on collision physics for the bullet so you can't be shot or shoot behind walls. I will also have to design some enemies which are probably gonna be aliens because I feel like it.