Sprint Tracking

Name:Troy			
Sprint Number	**Start Date**	**End Date**	**Work hard rating**
3	8/6/2021	8/6/2021	⭐⭐⭐☆☆ (out of 5 stars)

KANBAN board at the start of the sprint
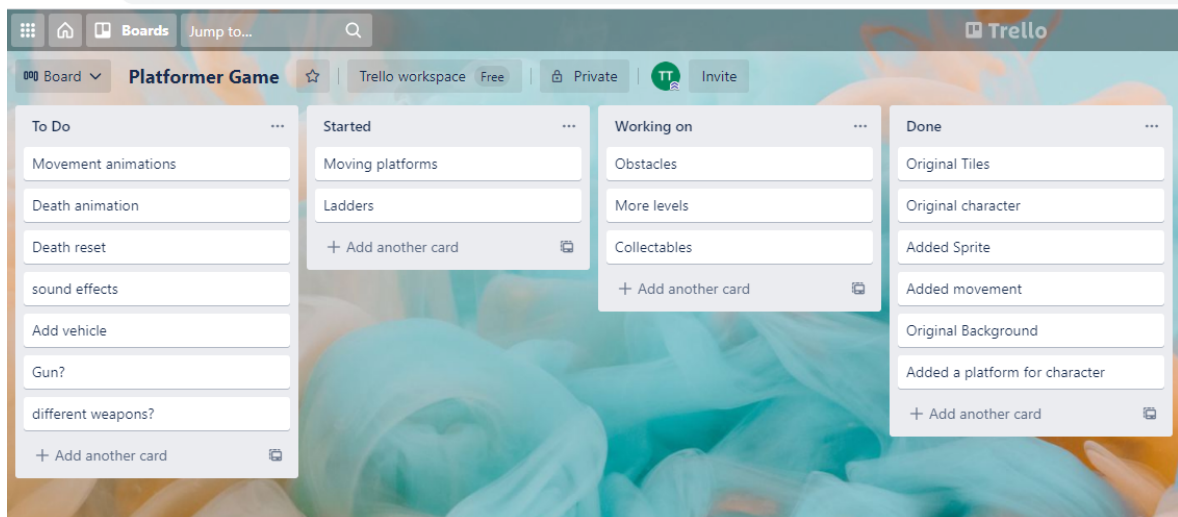
Screenshot of the game at the start of the sprint
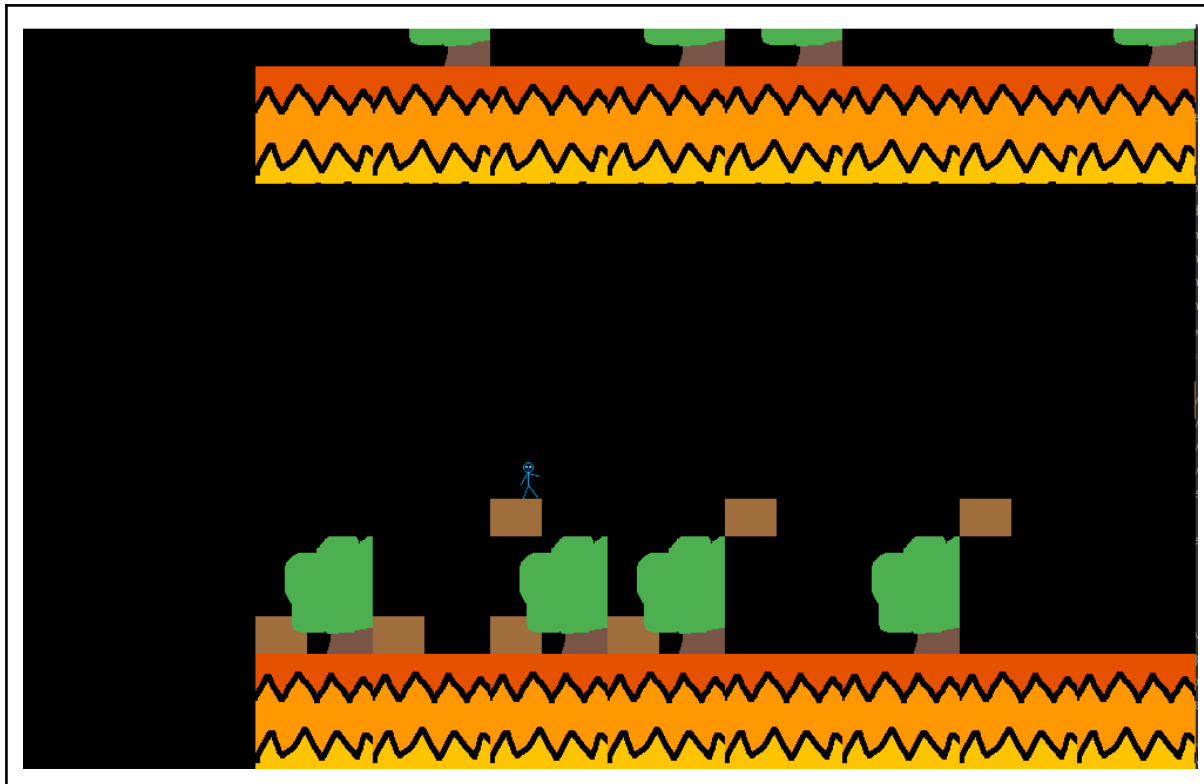
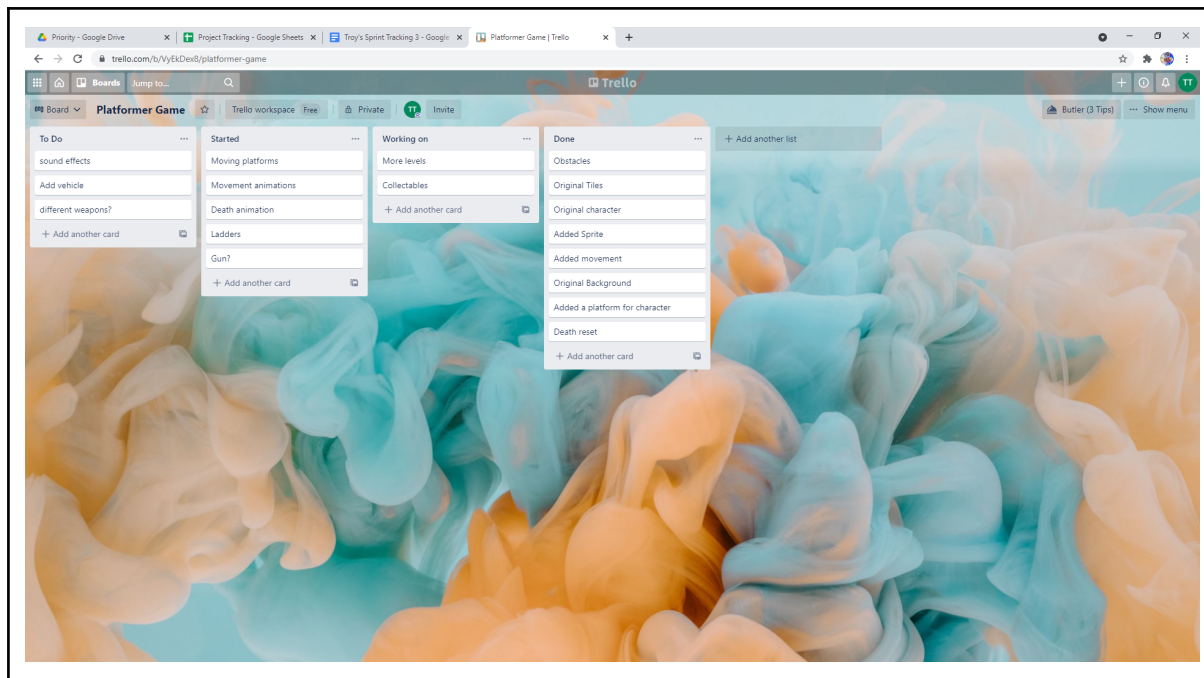| Major Changes and Achievements Described |
|---|
| I have made some more tiles so that I can now have themed maps for example maybe something to do with space or even an underwater level. I have also started working on animations and maybe a gun
I have now made a map with a theme. In the order I am going to put the levels I am still thinking of but there will be a story. For the first map, I am thinking of involving aliens which I have made and making them an enemy sprite which you will have the shoot. This will help with making a boss as I can just make a ufo or spaceship |

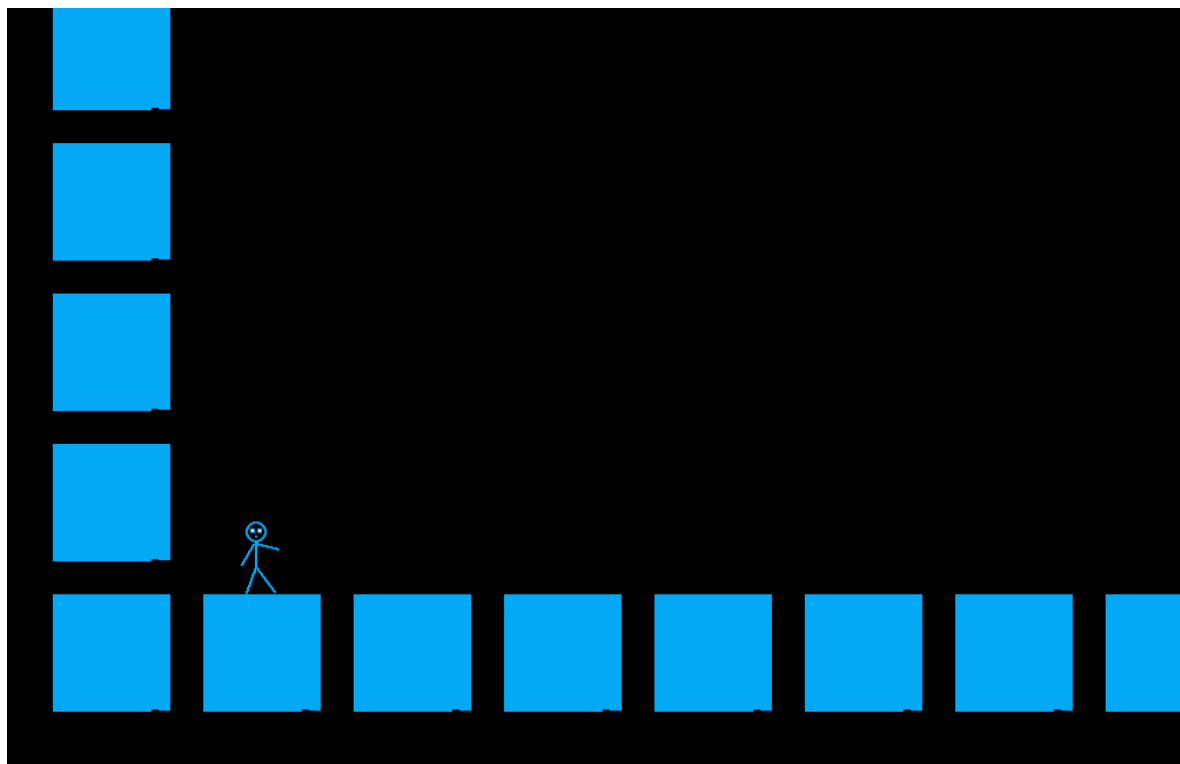| Brief Description of your testing |
|---|
| I have now started designing the frames to make character animation to work. For example, if i wanted the character to turn left or right hopefully II can get it so it faces the right direction. This is going to be helpful when I start making the gun because I don't want it to look like the character is doing some kind of trickshot. |

Link to testing results/tables
Will link later on in the week

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

Now that I am thinking of themes for tiles and not just random things that I think of at the time, the story of my game is developing and becoming a thing instead of a bunch of random things. Through the tiles, my game may tell the player a story of some kind. I'm getting inspiration from a game called metal slug

Notes for next time, future improvements

Getting the animations done is going to be my next big task. I've gotta figure out which direction the character is facing and I would like to make the movement smooth so that it doesn't look like a slideshow.