

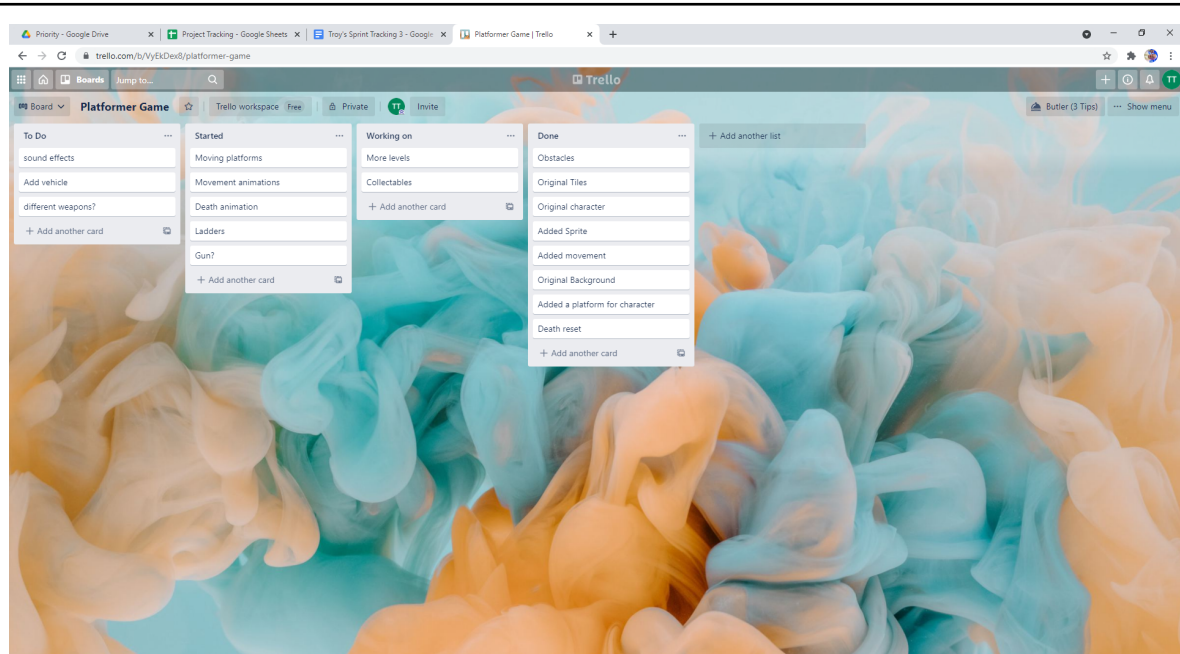


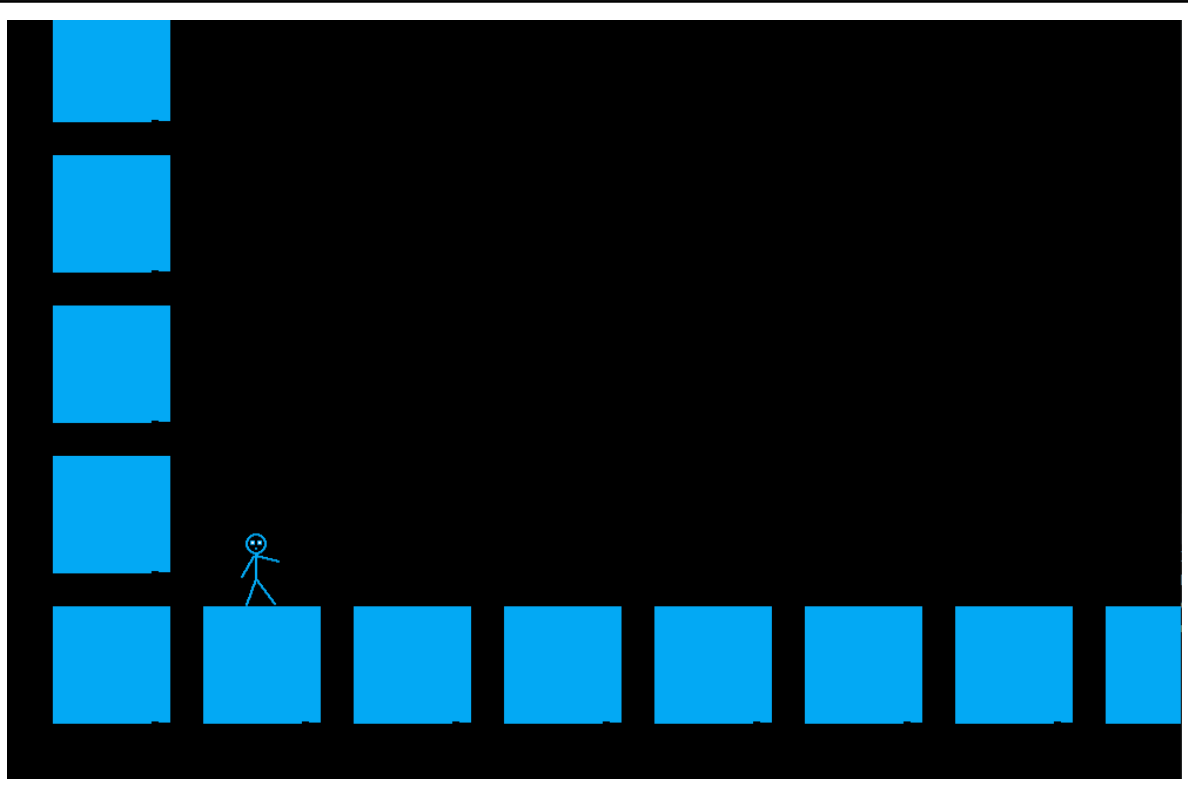
Sprint Tracking

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

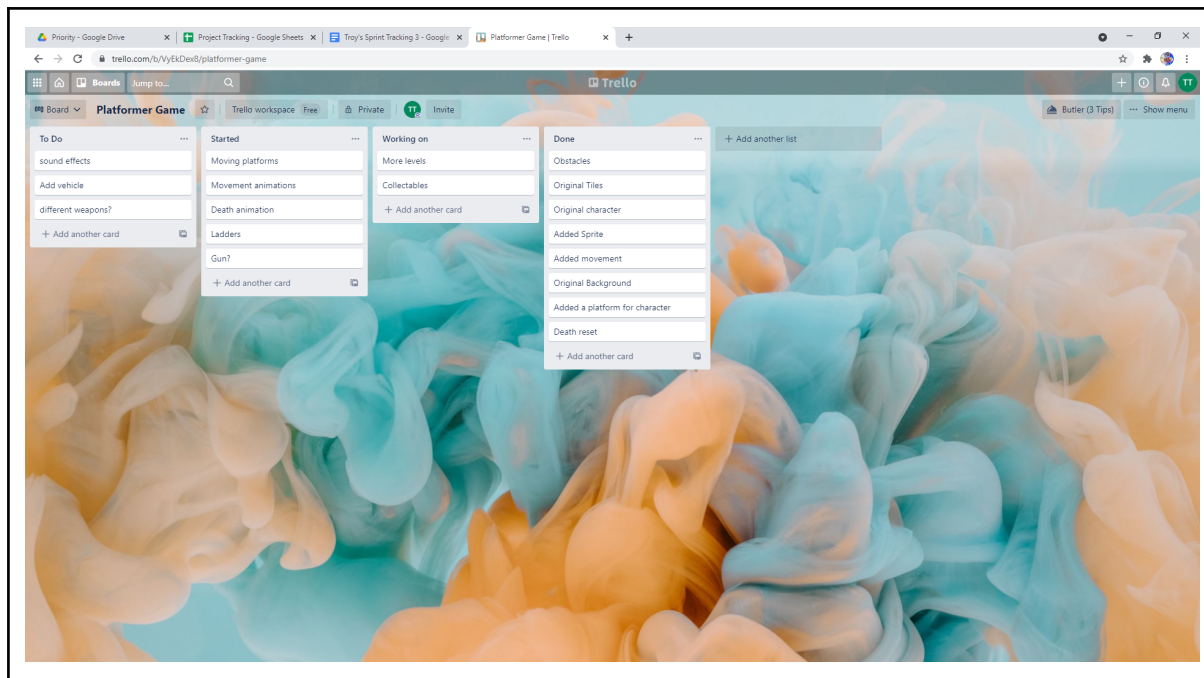
I have gotten people to test the bullet speed and after user feedback, I am going to put the speed at around 5 this allows my game to be somewhat easy but also fun at the same time. In future designs, I will have higher difficulties instead of levels. So the longer you survive the faster the bullets or something like that.

Link to testing results/tables

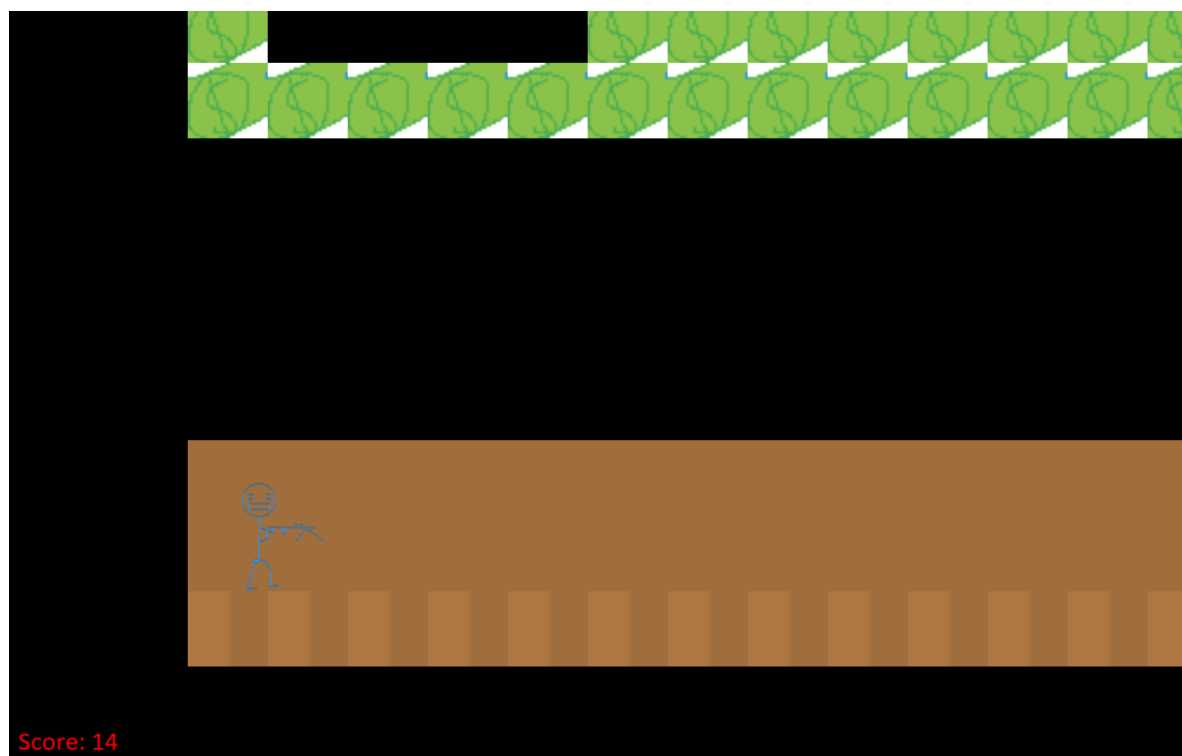
<https://docs.google.com/document/d/1vyxTsltYdVc5R9zQf5yvhpWdS3dhjlnaleqQQ4HNugY/edit>

Design and Testing Doc

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/1reXGhJvVgOt9QHVOhJxZm2QtjYyZwyR7/view>

Sprint Reflection and summary
Getting the bullets and stuff was easy to do thanks to help 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.