Sprint Tracking

Name:Troy			
Sprint Number	**Start Date**	**End Date**	**Work hard rating**
7	9/8/2021	24/08/2021	⭐⭐⭐☆ ☆ (out of 5 stars)

KANBAN board at the start of the sprint
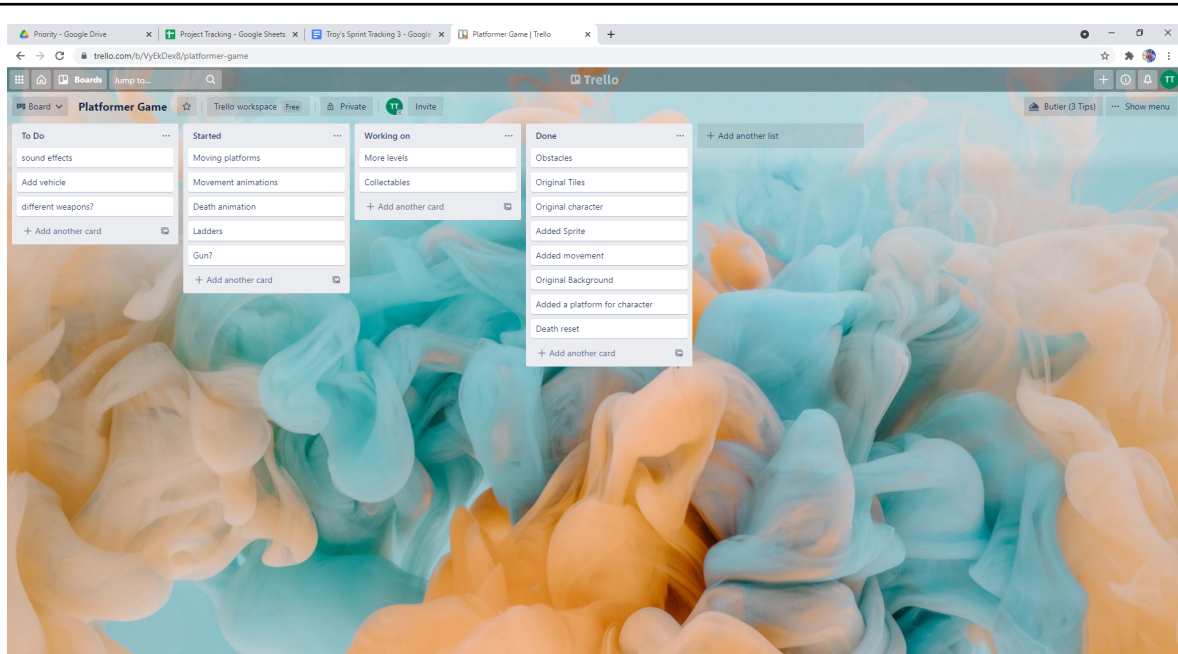
Screenshot of the game at the start of the sprint

Major Changes and Achievements Described
I finally coded in the stuff to get the animation to work however my dude went invisible so I will need to fix that up. I also made enemies which are like monster heads that float in the sky and shoot firebalss which i think is pretty cool. I also made the fireballs myself so that is why they look like how they do.

| **Brief Description of your testing** |
| --- |
| I will see what people think of my enemy design and possible change it depending on the results. |

Link to testing results/tables
https://docs.google.com/document/d/1vyxTsltYdVc5R9zQf5yvhPwdS3dhjInaleqQQ4HNugY/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/1zVYpfqTKuScdpbiyP-q9N-UgTmSDqHQb/view
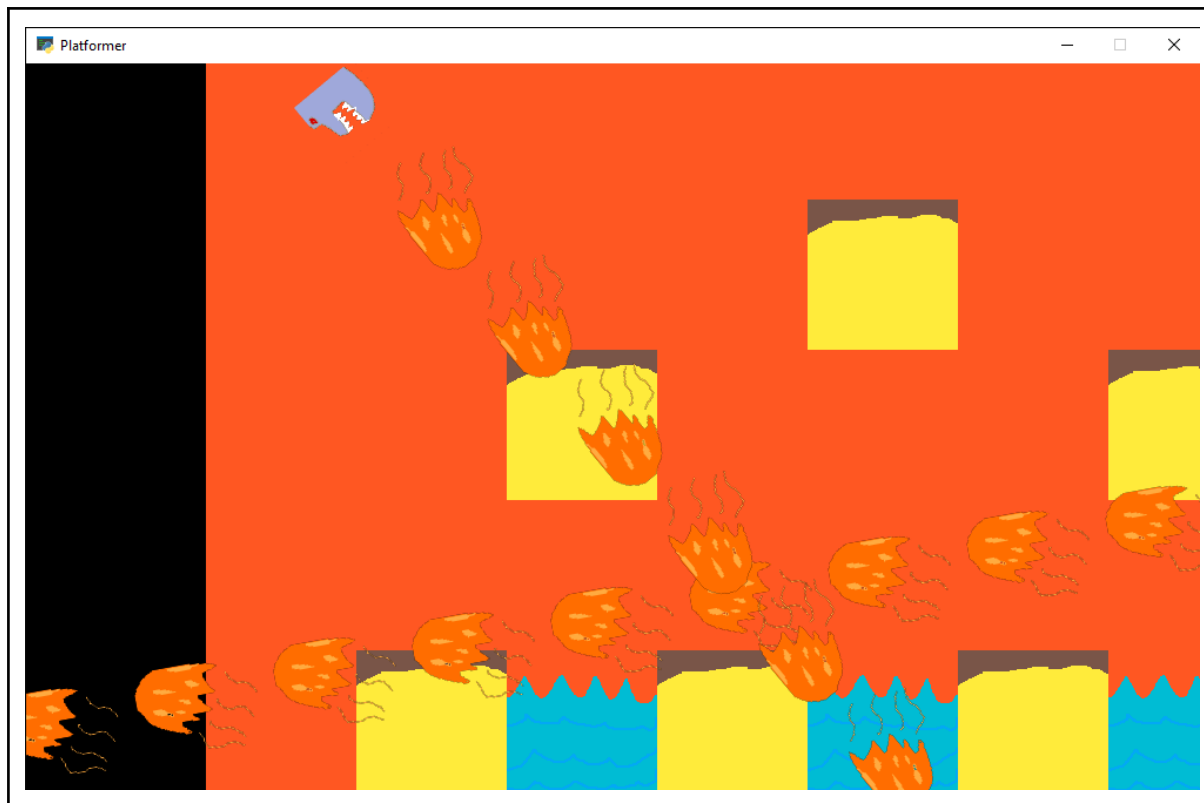
Sprint Reflection and summary
This sprint didn't get much-done . Code had a bug and it took me all week to fix so I will have to continue doing whatever again.

Notes for next time, future improvements
Get the animation to work, it runs but the dude is invisible so it's probably the time it takes to change images is broken or something.