Date: 21/07/2025

Sprint #: 1

What did I complete during this sprint?

I moved around code to make it more optimized, and I made a game menu and help menu

I allowed the character to move with both W, A, S, and D as well as Up, Left, Down and Right.

What went well?

The menus went extremely well without many errors

There was initially a double speed bug with the movement, however the bug is now fixed, and the players are moving smoothly

What do I need to improve on?

Making good quality code without rushing it

Don’t overthink it, figure out how to make your code step by step.

Next steps (for the next sprint):

Update the Trello bored for the next weeks and give Caleb more stuff to do

Get more work from Jaden, share our code and create an inventory GUI

Date: 04/08/2025

Sprint #: 2

What did I complete during this sprint?

I added music to the game menus and the main game loop. I also set up the music in the game to play SFX in the future, I finished the help menu and made it easy to add more text in the future

What went well?

The help menu was quite simple to make as I could copy most of the main menu code

What do I need to improve on?

I feel like the music can use some work as so far i can only play one back song throuout the game

Next steps (for the next sprint):

I'm going to start working on the camera and everything to do with items

Date:

Sprint #: 3

What did I complete during this sprint?

What went well?

What do I need to improve on?

Next steps (for the next sprint):

Date:

Sprint #: 4

What did I complete during this sprint?

What went well?

What do I need to improve on?

Next steps (for the next sprint):

Date:

Sprint #: 5

What did I complete during this sprint?

What went well?

What do I need to improve on?

Next steps (for the next sprint):