Sprint Tracking 1

| **Name: Graeme** | **hhhhhhh** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 1 | 09/07/21 | 11/07/21 | ★★★★☆  (out of 5 stars) |

| **KANBAN board at the start of the sprint** |
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| **Screenshot of the game at the start of the sprint** |
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| **Major Changes and Achievements Described** |
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| I do not have any major changes at the moment because it is just the beginning stages of the sprint but, one of the major changes will be a change in the map and character because this game is not about a character collecting coins, it is about a character collecting *“Gold” “Coal” and “Extra time Blocks”* and digging though various layers of blocks made of *“Sand” “Dirt” and “Stone”* which the Stone block stiff needs to be made in Photoshop. I will be testing this code for and failures in the keyboard controls and if the new map loads correctly when I put it into the code, I have had trouble in the past with putting the map into the Python code and it just doesn't work and gives me errors say various things, I will put an update about this again if it happens again. UPDATE ON MAP TESTING: I didn't get another error like I did the last time. I fixed it by changing where some of the images were in tiled compared to what I had typed into the code.  The social implications relating to the game assets are how it will impact on the society in visible and useful ways and If there are cultural implications, it suggests that it's either outside, or against, the norm of the culture in which it takes place. Then to take that further still, it could have some knock-on effect on the language, religion, or more broadly the culture of a place, or a society. The code I have created has had bits and pieces taken from the arcade library and the completely remodified for my purposes of the game, like I have not used the map that was originally there, and I have created my own set of images that were used. |

| **Brief Description of your testing** |
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| I don’t have any testing results, some people copied this game from the website and they played it for a bit and they commented how it was reasonably fun and interesting . This was not testing on my part at all, just mere observations. They also talked about how they could improve it as well to a point. |

| **Link to testing results/tables** |
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| I don’t have any testing results |

| **KANBAN board at the end of the sprint** |
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| **Screenshot of the game at the end of the sprint** |
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| Currently the game does not work so I took a screenshot of what the entire game looks like. |

| **Video of the game at the end of the sprint** |
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| <https://www.youtube.com/watch?v=ywu3wF68Vlw> |

| **Sprint Reflection and summary** |
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| I changed my character and I also changed the map as well but the map has not worked, I'm not quite sure why but I will try to find out and follow that up on my sprint. To a point I am quite happy with this sprint because it has been completed well and I have successfully made my Kanban board well and constantly updating it, it is really good being the holidays because I don't have to worry about the other subjects as much, so I can focus on coding more and my sprints. |

| **Notes for next time, future improvements** |
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| Next time I’m going to try to get a bit more done, I did procrastinate a bit and could have potentially worked a bit harder getting this map loading in the game, this was to do with the errors in the code. |