Sprint Tracking

| **Name:**  **Graeme** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 3 | 18/07/21 | 25/07/21 | ★★★☆☆  (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 waited a few days to get my stuff working and I just couldn't figure out what was wrong, I contacted Max Ross and he fixed the problem in about 5 mins, he just gave me a few ideas to try at some point in time I must have accidentally pressed enter a few times in the middle of a line of code where I just didn’t see it, and changed it, so it was throwing a few errors at me which were completely unrelated, I went back in time a bit and saw what I did wrong, the red is the original and the green is the changed one.As you can see, there were a few lines added into the code which they shouldn’t have done.  Intellectual property and Accessibility. These implications are Intellectual property rights (IPR) refers to the legal rights given to the inventor or creator to protect his invention or creation for a certain period of time. These legal rights confer an exclusive right to the inventor/creator or his assignee to fully utilize his invention/creation for a given period of time. And accessibility means how easy it is to access, the quality of being able to be reached or entered. In this case my code is very easy to access because it is public on github.com or <https://github.com/hamtime63/DTC-201-2021>, this is perfectly fine because I have authorised it and it's my code with no harmful or nasty things within the files, obviously, it's a school project. |

| **Brief Description of your testing** |
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| In the moment before the game started not working, one of my friends tried jumping around and they liked it, not really testing as such but at least it was something, there were no suggestions other than the obvious, (make the digging function) |

| **Link to testing results/tables** |
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| No Data |

| **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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| **Video of the game at the end of the sprint** |
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| No video needed as you can just imagine a character falling through black. |

| **Sprint Reflection and summary** |
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| In this sprint I forgot about the kanban board and so it hasn't changed very much, the robot in the game hasn't changed very much either positioning wise either, this being because when the character “spawns”, it is too far down the map, |

| **Notes for next time, future improvements** |
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| I will definitely work a bit harder and try to do more error checking in the future, it is quite difficult to so many sprints as well as work in real life as well! I don’t know how people can do it! |