Sprint Tracking 4

| **Name:**  **Graeme** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 4 | 25/07/21 | 31/07/21 | ★★★☆☆  (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 figured out how to change the character size, it was (X2) or (\*2) on the tile scale, so I tried changing it to another size like /1.5 and I think I will keep it like that. UPDATE: I have changed it many times with people saying its a bit too big and all that so this is the line of code: CHARACTER\_SCALING = TILE\_SCALING / 2.5 I quite like that size because it works well with everything. i.e the size the character will be mining. On another note I will need to make a character at some point in time because I am just using the original character already loaded into the game. Update: I changed where the character spawned and it is much better, by playing around with the numbers I got it into the right place I wanted it, I was also thinking about how difficult it would be to finish the game in time with a lot of other things going on at school, but it is doable, just a lot of work, all I have to do now for this sprint is get the background working and not overlapping the layers or something. For the next sprint I think I should work on making a character, removing the jump option and figure out how to put a delay on block diging, I might also have a lighter coloured block in the actual background that can't be touched because he digs a little tunnel to collect his stuff. I think I’ll do a grey background just like the dirt but greyscale.  Usability and functionality implications, useability means the degree to which something is able or fit to be used, in this case the game is fit to be used but it is not currently in its final stages of completion, the functionality of the game defines it where all the controls work and the game is useable, by it functioning properly, those two implications go together. |

| **Brief Description of your testing** |
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| This game could have possibly been a version of a jumping game, all the tiles I made and placed, and even though this part of the map wasn't correct, it was still a pretty fun jumping game to play which whoever was in the room at the time gave it a go and enjoyed it! |

| **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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| <https://youtu.be/N2Da-5Wnm78> |

| **Sprint Reflection and summary** |
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| In this sprint, it lasted a bit longer than I liked, I was on a roll in the holidays and it kind of slowed down a bit once I was back at school. |

| **Notes for next time, future improvements** |
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| Next time I will put a bit more effort into my sprints, I have also now made a better plan for my time. |