Sprint Tracking 5

| **Name:**  **Graeme** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 5 | 01/08/21 | 10/08/21 | ★★★☆☆  (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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| This sprint I will be focusing on making a character and sending out a form of which character is preferable, and fixing the background overlapping, I will also try to make a new tiled image. I say I will try to, because I no longer have access to photoshop so I will have to use windows paint or something:) For my character I will have a little square person and it will have a swinging axe of some sort. UPDATE: I have not made a character, although I now have access to photoshop, so I can make a character now and another digging block for the background. I did a bit of research on holding a block and couldn't find anything apart from to add an “import time”, I still have to figure out how to use that though, I made a definitive background and it is called “dirt2back” because it is the second dirt block and it is not going to change or be affected by the character or anything. |

| **Brief Description of your testing** |
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| Making the testing form and other character |

| **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/BXcN-o9Ny9M> |

| **Sprint Reflection and summary** |
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| For this sprint I was unable to make a character although I was able to make another block for the background and add in into the tiled map I am reasonably happy with this sprint because I successfully added in some new tiles and gained ahold of Photoshop to actually make my character, although I did not get much done the process of me getting stuff done to make things better is good and I am happy with that. |

| **Notes for next time, future improvements** |
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| Make a character! |