Sprint Tracking 6

| **Name:**  **Graeme** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 6 | 11/08/21 | 20/08/21 | ★★★★☆  (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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| I managed to get the coins variable renamed to gold and I have started my character building on photoshop, things are coming along nicely and I’m going to try to also make a variable when the down arrow or “s” key is pressed that certain block will be demolished so the character can make their way down the hole. I also decided to make some sounds but I am unsure what to use. I briefly made an introductory sound with chrome music lab which is pretty basic, but it works and I think I will use this from now on having said that. It’s quite fun making sounds! There was a problem with the main function and so i had a geeze at the emailed link that Max Ross had sent me that I couldn't find, and this fixed it, it was to do with the location, I did suspect that but I just couldn’t figure it out, I’m glad that it is fixed now though! I have completed making my character, I have not added a jumping character because for my version I do not need a jumping character, in total I have about 10 images with idle fall and the 8 other movement ones, I might potentially add in some more images like when the character is digging in the ground, and have a swinging axe smashing the dirt. The reason why the background on the dirt has changed is because I accidentally put that layer in front of the platform layer.  Aesthetics implication. This means the aesthetic–usability effect describes a paradox that people perceive more aesthetic designs as much more intuitive than those considered to be less aesthetically pleasing. The effect has been observed in several experiments and has significant implications regarding the acceptance, use, and performance of a design. |

| **Brief Description of your testing** |
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| I tested who likes which character, there were 2 options to choose from the Original one is  Most people liked the original image, as it had more detail to it.  And the other one is called Basic |

| **Link to testing results/tables** |
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| [Which image for my game (Responses)](https://docs.google.com/spreadsheets/d/1nRMV8zBbGomk3dtPfqkNBw5O9VGuFzCXOL9hg8RiyG8/edit?usp=sharing) |

| **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/DhDP0bqoMQM> |

| **Sprint Reflection and summary** |
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| This sprint was good because of the great progress that I made. Although I still haven’t made a digging function for the character because I have absolutely no idea how to do that, I may change this to being a character that shoots bullets instead of mines with and axe. |

| **Notes for next time, future improvements** |
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| Next sprint I will make a dig/shooting function |