Sprint Tracking 7

| **Name:**  **Graeme** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 7 | 21/08/21 | 17/08/21 | ★★★☆☆  (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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| I do not have a screenshot as nothing worked at all. |

| **Major Changes and Achievements Described** |
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| I might have figured out how to make the coal come right again because of the layers. It is because I hadn’t even added in the code, into pycharm for the coal layer. This sprint I want to get the shooting of the blocks completed, and to get some testing done, I also had problems getting the shooting function working because there were a few things wrong in the code, it is amazing that sometimes small things will impact on a greater scale, like adding in a space between some parts of the code, and from those few spaces and some stuff entirely in the wrong place, my code did not want to work at all, the platforms list was not being used as platforms, and instead it was being used as self.walls\_list(), this needed to be removed into the physics engine, and had self.platforms\_list() instead. I have changed the dig function to a shooting function, this enables the user to have a much more fun experience clicking the mouse to destroy blocks, a bit like 2d minecraft with guns. I have added the walls back into the game to prevent the user from shooting their way out of the map and just falling to their death, I have managed to get the shooting working and previously when I added the shooting code into the game, it wouldn't work at all, I had to click the left and right mouse buttons to get it to work and even then it still wouldn’t go further than the character, I fixed this but removing the “if bullet is off the screen, remove it” function, I can’t find the code in the examples so it isn’t exact. But that is pretty much what it is.  End user considerations. <https://www.katinamichael.com/research/tag/end-user+implications> here is a link for an “in-depth” explanation about end user considerations, but simplified means basically the end user is the public who uses whatever has been made and uses it for their purpose of what you made. |

| **Brief Description of your testing** |
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| For this testing I sent out my entire folder to github for responses about my game, the google form I sent out is attached below. |

| **Link to testing results/tables** |
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| [DTC Testing 02 (Responses)](https://docs.google.com/spreadsheets/d/1QIWcho5h19Iy8BT9W7qJ5-Ds2zrRPfjvSy_XUWBR8C8/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/0E3UyZ-NaVs> |

| **Sprint Reflection and summary** |
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| This sprint has taken longer than expected, although I have now got the shooting working, and the game is complete apart from the reviews I get from the end users. |

| **Notes for next time, future improvements** |
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| It depends on what feedback I get for the google form I sent out. |