Sprint Tracking 8

| **Name: Graeme** |  | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 8 | 18/09/21 | 14/10/21 | ★★★★☆  (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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| This is the error that I get when I duplicate the files to another |

| **Major Changes and Achievements Described** |
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| For this sprint, I will be finishing off my code and the entire game. I will go through the marking schedule and fix up any errors, starting with Sprint 1 and finishing with Sprint 8. When I went and duplicated my files from the github site, i open it up and ran everything but the error came back and said “ File "C:\Users\robot\AppData\Local\Programs\Python\Python39\lib\site-packages\arcade\sprite.py", line 361, in get\_hit\_box  raise ValueError("Error trying to get the hit box of a sprite, when no hit box is set. \nPlease make sure the "  ValueError: Error trying to get the hit box of a sprite, when no hit box is set.  Please make sure the Sprite.texture is set to a texture before trying to draw or do collision testing.  Alternatively, manually call Sprite.set\_hit\_box with points for your hitbox.”  I will be fixing this in the coming few days as I need to hand it in. The problem was not related to the hit boxes at all, the code was tricking me, it was to do with the map images, I made a new map and it worked perfectly fine, I relocated all the images and now everything is self contained properly, all in one folder, which can be downloaded as a zip file from github: <https://github.com/hamtime63/DTC-201-2021> the final game is about a playable character who you move around the screen and shoot blocks and collect the gold and coal, the aim of the game is to get to the bottom of the map and collect as much gold as you can and be rich, but the catch is you can’t fall out of the map or jump, so once you are down the bottom, you are stuck there, so the bigger the hole you dig the worse it is for you…  Sustainability and future proofing implications. Future-proof is used generally to describe the ability of a design to resist the impact of potential rubbish that is thrown at you for making whatever it is or the actual thing itself like the code,and sustainability means is it sustainable for the world to use and do things without breaking down and being rendered useless. |

| **Brief Description of your testing** |
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| The testing has been completed and so there is no more to be done, this sprint is the one to conclude the journey of Graeme’s Level 2 python coding in 2021. |

| **Link to testing results/tables** |
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| No Data but everyone liked it. |

| **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/Ap1ql7IqPZ0> |

| **Sprint Reflection and summary** |
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| This is the best sprint, the reason being because it is the last one I have to do this year, it has gone quite well, the coding has had many problems involved and solutions have been made for those problems, people like the game and enjoy it to an extent, if this was a work in progress for much longer, it would have so much more stuff added to it probably, but it is just a simple platformer that anyone can run on a simple computer with the right software, everything is included in the readme.md file and in the code description at the top of the page and I think it works quite well, I’m satisfied with it. |

| **Notes for next time, future improvements** |
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| Well there hopefully wont be a next time with this particular one, I will start fresh! |