Sprint Tracking

| **Name:** | **Henno** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 2 | 25/5/2021 | 14/6/2021 | ☆☆☆☆☆  (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 finished the character design and animations. I improved the look of the tile I have a bit and changed the background to make it fit the rest of the theme. I also made the start of a death screen |

| **Brief Description of your testing** |
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| After adding every step to the animation of my character, I went into the game to see how it looked. If it didn’t look how I wanted it to then I could just go back and change it. |

| **Link to testing results/tables** |
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| **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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| [Github Video Link](https://github.com/hb16174/Robot-Platformer/blob/master/Sprint%20Videos/2021-06-16%2016-47-12.mp4) |

| **Sprint Reflection and summary** |
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| I don’t think I got enough done this sprint and feel like I got distracted a lot while trying to think of new ideas and designs. When I was making the character animations I kept getting distracted while trying to think of how the next bit should look. |

| **Notes for next time, future improvements** |
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| Next time I want to focus more and try to get a mix of core features and smaller features for when I can’t think of ideas. This way I might not get distracted as easily since I can move onto other small things while I think of ideas. I also have to keep track of my time better because I accidentally spent 3 weeks on this sprint because I thought I was still on the second week. |