Sprint Tracking

| **Name:** | **Henno** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 3 | 14/6/2021 | 21/6/2021 | ☆☆☆☆☆  (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 added a menu to the start screen where you can either start or quit the game. Then I made a computer tile that takes you to the next level. I also made a better end screen that lets you either go to the menu or quit. |

| **Brief Description of your testing** |
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| I kept opening the game, going back into the code, changing some things, then opening the game again while making the menu screens to get them looking the best I could. For example I was testing ways to show which option you have selected and I tried different colours, slight movement, and also sizing them up a bit. |

| **Link to testing results/tables** |
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| I asked a couple of people in person what they thought about highlighting selected options. I showed them different colour options, different sizing options, a mix of both colour and sizing. Most agreed that the size up and slight movement was the best. |

| **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/2021-06-21%2019-06-32.mp4) |

| **Sprint Reflection and summary** |
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| I am glad that I got more done this sprint even though I only had 1 week. I like the look of the menu screens I made. Sadly I didn't get to make the 2nd level yet. |

| **Notes for next time, future improvements** |
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| Next time I want to use my full 2 weeks to get the game to a playable beta version.I have to keep going and cant take too many breaks otherwise I’ll lose track of what I’m doing again. |