Sprint Tracking

| **Name:** | **Henno** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 4 | 21/6/2021 | 6/7/2021 | ☆☆☆☆☆  (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 made it so you can use your mouse in the menu screens, to hover over options and click them to choose. I also made buttons that can eventually be used to activate anything, but at the moment they remove walls so that you can progress past them. |

| **Brief Description of your testing** |
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| For the menu screens I kept having to go back and forth to make sure that when I click or hover on an option that it selects it like it's meant to. For the buttons it was a similar back and forth and error correction to get it to activate and remove the matching walls. |

| **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/2021-07-06%2019-08-56.mp4) |

| **Sprint Reflection and summary** |
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| It went well until I struggled for a bit on the buttons, after that I couldn’t think of small things to add so I made different colour buttons. |

| **Notes for next time, future improvements** |
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| Get more feedback for my game to make improvements. |