Sprint Tracking

| **Name:** | **Henno** | | |
| --- | --- | --- | --- |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 5 | 27/7/2021 | 10/8/2021 | ☆☆☆☆☆  (out of 5 stars) |

| **KANBAN board at the start of the sprint** |
| --- |
|  |

| **Screenshot of the game at the start of the sprint** |
| --- |
|  |

| **Major Changes and Achievements Described** |
| --- |
| I made an end of level screen for going from one level to another. I also tried adding ladders, but I had some issues and decided I don’t need them. |

| **Brief Description of your testing** |
| --- |
| I had to go back and forth between the screen and code to make sure that when I click an option on the screen it knows which option I am clicking, and then act on it. |

| **Link to testing results/tables** |
| --- |
| Norman - found the game easy, reached level 3/3. Fix walking bug when entering levels, make walk speed and falling slower  Anca(Not used to playing games) - found the game difficult, reached level 2/3. Fix walking bug when entering levels |
| Walking bug: when holding a walk button and ending a level, the game still thinks you’re pressing the button upon entering the next level even if you let go of it.  Temporary solution is to tap the key again when it happens. |

| **KANBAN board at the end of the sprint** |
| --- |
|  |

| **Screenshot of the game at the end of the sprint** |
| --- |
|  |

| **Video of the game at the end of the sprint** |
| --- |
| [Github Video Link](https://github.com/hb16174/Robot-Platformer/blob/master/Sprint%20Videos/2021-08-10%2017-50-50.mp4) |

| **Sprint Reflection and summary** |
| --- |
| I didn’t do as much work as I could have, but I think I have the core of my game done and I can start adding more levels.Did get some feedback |

| **Notes for next time, future improvements** |
| --- |
| Get more feedback for my game to make improvements. Work through feedback and make it more playable .Start adding more levels and maybe make it more aesthetic. |