Sprint Tracking

| **Name:** | **Henno** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 6 | 10/8/7/2021 | 24/8/2021 | ☆☆☆☆☆  (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 fixed all the bugs I know of, including a bug that wouldn't kill you when you stand on a death tile. I also added levels 3 and 4. |

| **Brief Description of your testing** |
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| I kept having to see if the levels were possible and working how I wanted it to, sometimes there would be a jump that wasn’t possible on an unreachable goal that I needed to fix. |

| **Link to testing results/tables** |
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| [Sprint 6 Testing](https://docs.google.com/spreadsheets/d/1fZKeFfrwHLgXgjA3NWor5gTcevhfLoHjJ96OHL4IFvE/edit?usp=sharing) |

| **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/2021-08-24%2009-48-54.mp4) |

| **Sprint Reflection and summary** |
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| I didn’t do as much work as I could have. With more levels, having people play to test different settings will be easier for them. More levels also makes it more fun to play |

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