Sprint Tracking

| **Name:** | **Henno** | | |
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| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 1 | 12/4/2021 | 25/5/2021 | ☆☆☆☆☆  (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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| No major changes occurred, although I decided I wanted to try to implement physics into my game and it slowed me down a bit. |

| **Brief Description of your testing** |
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| After adding every feature I would run the game and make sure there aren’t any errors. If the feature I was adding was a big feature, I’d add it bit by bit and test after every part I add. |

| **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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| I forgot to record a video for this and only realized after I added other features. I couldn't remove the features to record the video because it would take too long. |

| **Sprint Reflection and summary** |
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| I spent the first week adding all the basics and then I decided I wanted to add physics and it slowed down my productivity. I also had quite a bit to do during the week. |

| **Notes for next time, future improvements** |
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| I shouldn’t be wasting all my time on large and difficult tasks., I also need to focus on making the game instead of getting distracted and wasting time on other things that aren't related. |