Sprint Tracking

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| **Name:** | **Unnamed TKinter quiz game** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 1 | 20/3/23 | 24/3/23 | **☆☆☆☆**☆  (out of 5 stars) |

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| **KANBAN board at the start of the sprint** |
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| **Screenshot of the program at the start of the sprint** |
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| **Sprint Reflection and summary** |
| Set up structure for starting the game and gui  TkObject class created – overlays tkinter objects and allows for parents to be set, visibility of parents, etc.  Opened a window  Start screen created – title text, play button and username box  Started work on valid username detection – for now it just has to be more than 0 characters. |

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| **Major Changes and Achievements Described** |
| Created a window and clickable button  After clicking the play button in the start screen, the start screen will disappear  Visibility also affects children of children of an object  Username has to be larger than 0 characters |

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| **Brief Description of your testing** |
| The gui object system with parenting took a while to set up because it had issues with the objects not turning invisible when setting their parent to invisible (but it should be solved now)  Binding functions to certain events from ui objects was constantly giving me errors about not enough positional arguments |

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| **Link to testing results/tables** |
| The start screen never disappeared after a second like it was supposed to when I set its parent’s visibility to false    Here I got it working    Binding events constantly asking for more positional arguments |

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| **KANBAN board at the end of the sprint** |
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| **Screenshot of the program at the end of the sprint** |
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| **Video of the program at the end of the sprint** |
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| **Notes for next time, future improvements** |
| I might need to break my Kanban board into smaller parts rather than having these larger parts that have multiple steps, such as designing parts user interface being separate from the main user interface card. |