Sprint Tracking

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| **Name:** | **Untitled Tkinter quiz game** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 2 | 27/03 | 31/03 | **☆☆☆**☆☆  (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** |
| Started the quiz screen  Displayed the current question  Chose a random list of questions (but I only have one at the moment so I’m not entirely sure if that actually works) |

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| **Major Changes and Achievements Described** |
| There is a label for the question text now  I can now set the visibility, parent and anchor directly through the \_\_init\_\_ method of Tkobject rather than having to use separate methods like set\_parent or set\_visible after the objects are created  Displays the current question and selects a random amount of questions from my question list |

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| **Brief Description of your testing** |
| Anchoring the username text before the quiz screen appears was difficult because of the way I create TK objects (I use my own class and have my own methods for it so I can parent objects to each other)  When testing the object padding system, I encountered an error about pad value ‘n’ not being a positive screen distance |

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| **Link to testing results/tables** |
| Error from trying to set the side of a username label to the left because I didn’t know how to go about it    Trying to add a y padding to the username entry box led to this error    Used the wrong method name    Got the question display working after that minor error above, but for some reason the current question/total questions count is behind. |

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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 may need to modify my TKobject \_\_init\_\_ method to allow for more dynamic property setting, similar to the actual creation (like pady=1 etc) – maybe I should inherit specific classes for TKobjects (although that would probably defeat the purpose of my own class for the objects at that point) |