Sprint Tracking

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| **Name:** | **Unnamed TK quiz game** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 6 | 15/05 | 19/05 | ☆☆☆☆☆  (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** |
| Mostly been working on polishing the quiz and quality of life features, as well as quite a few bug fixes. I’m feeling quite good about where I’m currently at with the project and I’m excited to get to storing player answers and looking back at them. |

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| **Major Changes and Achievements Described** |
| The entry box is now greyed out when the user has submitted their answer and checkboxes will not be clickable once the user’s answer is submitted    Single-choice questions will now show all other available answers in orange instead of red to signify that they are valid answers.  The user can also no longer submit nothing as an answer by pressing space.  During this sprint I have fixed quite a few bugs, such as entry boxes not clearing after the first entry box question has been answered due to me not setting a variable. |

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| **Brief Description of your testing** |
| Most of the issues I have encountered have been bugs with no errors, which has made it fairly difficult to diagnose what’s going on, since my program is doing so much. Since I already have 600 lines of code, I’ve made it very difficult to diagnose some bugs and errors. |

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| **Link to testing results/tables** |
| ‘Why not?’ is also a correct answer but since this is a single-choice question there is only one answer needed so that should be correct    I added pressing enter to submit an answer but forgot to check if an answer has even been made so I need to fix this.    The entry box text doesn’t get cleared on second quiz attempt. |

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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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| **Notes for next time, future improvements** |
| I’m going to have to go over my code and make some variables for things that I use commonly and take more advantage of my constants class. |