Sprint Tracking

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| **Name:** | **Unnamed TK quiz game** | | |
| **Sprint Number** | **Start Date** | **End Date** | **Work hard rating** |
| 4 | 28/04 | 05/05 | **☆☆☆**☆☆  (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** |
| Because I’ve just gotten back into the project this week after a 3 week break, I’ve found myself quite slow at making progress for this sprint. |

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| **Major Changes and Achievements Described** |
| I now collect the user’s inputs and determine if they were correct or not  I now display if the user got the question correct or incorrect |

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| **Brief Description of your testing** |
| I had quite a few issues with my testing, especially with the design of the UI. Seeing if I like how the UI looks is quite time consuming. |

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| **Link to testing results/tables** |
| I selected all answers and got it right even though only ‘Yes’ and ‘WWII’ are meant to be correct and for this question you’re meant to get all 2 answers correct    The status text appears before it should. It should only appear once the question has been answered. It should also be packed after the submit button.    I was able to fix the status text appearing before the submit answer button. To do this I had to rewrite most of my object visibility code. Now I actually store a visible variable inside my UI objects and if they’re invisible but a parent isn’t, they will stay visible. If a UI object is invisible, all of its descendants will be as well. |

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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** |
| Next sprint I will get more work done because I’ve now had a week to get back into the project. I also need to plan out how my UI is going to look once I get the quiz to function and I write down some questions. |