NORMANDA

THE VIRTUE OF A SOLDIER
IS IN THE SHINE OF ITS HEARTH

Normanda Production Plan

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1. Third Sprint

1.1 Review And Retrospective

During the third sprint the group focused on the creation of the enemies and their behaviors.

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Arch Enemy	3 Hours	Gabriel	Yes	High	Completed
Soldier Enemy	1 Hour	Gabriel	Yes	High	Completed
Final Boss	2 Hours	Gabriel	Yes	High	Completed
NPC's ChatBox	9 Hours	Nuno	No	Low	Not Finished

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Splash Screen	0.5 Hour	Gabriel	Yes	High	Completed
Linear Grid & Buttons	1 Hour	Gabriel	Yes	High	Completed
Page Adaptor	2 Hours	Gabriel	Yes	High	Completed

- All the effective work was done by Gabriel, Nuno spent his time working in the development of talk boxes, where the NPC will dispose of its sentence.
- In the Companion App, following Bruno's class, everything is going slow but effective.

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Transition in levels	1 Hour	Gabriel	Yes	High	Completed
Menus	3 Hour	Gabriel	Yes	Low	Completed

1.2.2 Plans For Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Item Creation Kotlin	X Hour	Nuno	No	High	Not Started
Map Implementation	X Hour	Gabriel	No	High	Not Started

1.3 Objectives

In-game player attacks, and defense were developed, creating for a few seconds an area of collision that works according to their objectives and after some time destroys them.

1.4 Backlogs

The Task in both game and the app backlogs were done as envisioned them.

1.5 Sprints

The Tasks were completely done by their responsable.

1.6 Analysis

In this sprint, most of the work done was accomplished in 3 days. Having a small period of time, but being able to finish all the work with different tests and optimization.

1.7 Tasks Review

All tasks of the game were accomplished without delays. The companion app had a delay of a few hours, this delay didn't affect the overall productivity of the group.
In the table, it's not include the time to study and develop the logic. Just the time used to create the code and fix errors.