

# NORMANDA

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

## Normanda Production Plan

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# 1. Second Sprint

## 1.1 Review And Retrospective

During the first sprint the group focused on the documentation, and to start the code with basic code. Trying to implement the simpler codes for the game.

### 1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Player Basic Attack	1 Hour	Gabriel	Yes	High	Completed
Player Strong Attack	1 Hour	Gabriel	Yes	High	Completed
Player Shield	0.16 Hour	Gabriel	Yes	High	Completed
Static UI	0.5 Hour	Gabriel	Yes	Medium	Completed
Player Animation	2.5 Hours	Gabriel	Yes	Low	Completed

### 1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
App Pages/Connected	2 Hours	Gabriel	Yes	High	Not

- All the Backlogs were developed by Gabriel. The Connections between pages was left behind to learn and work with bottom bar navigation.

## 1.2 Plans For The Nexts Sprints

### 1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
NPC's ChatBox	X Hour	Nuno	No	High	Not Started
Soldier Enemy	X Hour	Gabriel	No	High	Not Started
Arch Enemy	X Hour	Gabriel	No	High	Not Started

### 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

All the combat mechanics of the player were developed, having attacks and shield working perfectly.

## 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 responsible.

## 1.6 Analysis

In this sprint, all the work was done by Gabriel. The group is expecting Nuno to take the initiative to work.

## 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.