

NORMANDA

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

Normanda Production Plan

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1. Sixth Sprint

1.1 Review And Retrospective

During the sixth sprint, the team focused on the improvement of the Final Boss and correction of animation bugs which cost a lot to the computer process. With all of those jobs done, the average frame per second doubled (to 2100.).

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stageno
Bugs Fixed Based in Testers	3 Hours	Gabriel	Yes	High	Completed
Meeting With the Artist about the NPC's art	4 Hours	Gabriel	N/A	High	Completed
Final Boss Interest Time	1 Hour	Gabriel	Yes	High	Completed
Archer Animation	1.5 Hour	Gabriel	Yes	Low	Completed
Archer Projectile Animation	0.5 Hour	Gabriel	Yes	Low	Completed
Pause Menu	2 Hours	Gabriel	Yes	Low	Completed
Inventory	7 Hours	Nuno	No	High	Surrender
Inventory Done From the ground	8 Hours	Gabriel	Yes	High	Completed

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Wiki	4 Hours	Gabriel	Yes	High	Completed

- In the game and in the Companion App, all the tasks were completed with the exception of the Inventory. Nuno finally accepts help and surrenders this task.

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Slime King Behavior	X Hours	Gabriel	No	High	Not Started

Soldier Animation	X Hour	Gabriel	No	Low	Not Started
Item Store	X Hour	Gabriel	No	High	Not Started

1.2.2 Plans For Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Map	X Hours	Gabriel	No	High	Not Started

1.3 Objectives

The main objective of the Sixth Sprint was to have a full level developed, and everything working for the first Alpha of the game. Gabriel finished solving all the problems found in the game, including the feedback of the testers. Nuno was initially responsible for the inventory, having problems and asking for Gabriel to assume the task.

1.4 Backlogs

The Task in both game and the app backlogs were done by Gabriel, having problems and the changes of responsibility. Nuno couldn't finish his Backlog.

1.5 Sprints

The Tasks were completed by Gabriel during the first days of the sprint. Nuno gave up his task due to problems in the code.

Gabriel Managed to work and finish 90% of the inventory, the only thing that is in need to finish the inventory is to set items active for the player (Swords and Shields), potions are already working.

1.6 Analysis

In this sprint, most of the work done was accomplished in 9 days. Due to personal problems and problems inside the group, the inventory hasn't been finished properly, the inventory has an error due to the change of scene.

1.7 Tasks Review

The tasks were accomplished with delays in the game area, something that will be compensated in the following weeks. The companion app has some problems so be solved, but nothing that will create problems in the future.