

NORMANDA

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

Normanda Production Plan

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1. Fifth Sprint

1.1 Review And Retrospective

During the fifth sprint, the team focused on the behavior of the NPC's and the level design to illustrate better what the team desires with the game.

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
NPC's Waypoints	3 Hours	Gabriel	Yes	High	Completed
Meeting With the Artist about the NPC's art	2.5 Hours	Gabriel	N/A	High	Completed
Player Level System	1 Hour	Gabriel	Yes	High	Completed
Inventory	20 Hours	Nuno	No	High	Incomplete
Neighborhood 1	2 Hours	Gabriel	Yes	Low	Completed
Dungeon 1	1 Hour	Gabriel	Yes	Low	Completed

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Stats	1 Hour	Gabriel	Yes	High	Completed

- In the game and in the Companion App, all the tasks were completed with the exception of the Inventory. Nuno asked for one more week to do it.
- During this week, Nuno realized he had made only 0.4% of the project and started talking about leaving college.

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Item Store	X Hour	Gabriel	No	High	Not Started
Slime King	X Hour	Gabriel	No	High	Not Started
Enemies Animation	X Hours	Gabriel	No	High	Not Started

1.2.2 Plans For Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
?	?	?	?	?	?

1.3 Objectives

During the fifth sprint, the team focused on the creation of a full playable game level with enemies and their animations. Gabriel had a meeting with an artist that will help in creating art.

1.4 Backlogs

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

1.5 Sprints

All the tasks by Gabriel were finished in 4 days. Nuno hasn't finished the inventory yet, asking more one week to finish it, if nuno doesn't finish the inventory by the end of the Sixth Sprint, Gabriel will be responsible for it.

1.6 Analysis

In this sprint, most of the work was accomplished in 4 days, Nuno still had a lot of difficulty with the inventory, and did not accept help from Gabriel.

1.7 Tasks Review

Most of the tasks were accomplished with the delay of the inventory, and a reorganization of the backlogs for the companion app as the old backlog in focus wasn't learned.