

# NORMANDA

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

## Normanda Production Plan

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# 1. Fourth Sprint

During the third sprint, the team focused on the combat and behaviors of the enemies including the implementation of the art for the city.

## 1.1 Normanda Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Inventory	12 Hours	Nuno	Yes	High	Completed
Transition in levels	1 Hour	Gabriel	Yes	High	Completed
Menus	3 Hour	Gabriel	Yes	Low	Completed
NPC's ChatBox	2 Hours	Gabriel/Nuno	Yes	High	Completed

### 1.1.1 Normanda Unity Game For The Next Sprint

Task	Time Needed	Responsable	Tested?	Priority	Stage
Item Store	X Hour	Gabriel	No	High	Not Started
Level System	X Hour	Gabriel	No	High	Not Started

## 1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Wiki	6 Hour	Gabriel	Yes	High	Complete

### 1.2.1 Normanda Companion App For The Next Sprint

Task	Time Needed	Responsable	Tested?	Priority	Stage
?	X Hour	Nuno	No	High	Not Started
?	X Hour	Gabriel	No	High	Not Started

## 1.3 Server/Database

Task	Time Needed	Responsable	Tested?	Priority	Stage
Simple Server	2 Hours	Gabriel	Yes	High	Completed
Database	2 Hours	Gabriel	Yes	High	Completed
Procedures	6 Hours	Gabriel	Yes	High	Completed

## 1.4 Objectives

Enemies were developed with behavior. The team started the development of NPC's, and their dialog system.

## 1.5 Backlogs

The Task in both game and the app backlogs were done, it was necessary the help from one of the group members to finish one of the backlogs in time.

## 1.6 Sprints

The majority of the tasks were completed in time, with the delay of a couple of hours in the "NPC's ChatBox" backlog.

## 1.7 Analysis

In this sprint, most of the work done was accomplished in 7.5 days. Having a small delay as the team went sick for a couple of days.

## 1.8 Tasks Review

The tasks of the game were accomplished with a small delay, this delay didn't affect the overall productivity of the group. The companion app was accomplished without delays. 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.