NORMANDA

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

Normanda Production Plan

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20th of November

1. Third Sprint

During the second sprint, the team focused on the player animation, attacks and Defense, making work to have a playable game as soon as possible.

1.1 Normanda Unity Game

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	6 Hours	Nuno	No	Low	Not Finished

1.1.1 Normanda Unity Game For The Next Sprint

Task	Time Needed	Responsable	Tested?	Priority	Stage
Inventory & Store	X Hour	Nuno	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
Bottom Navigation	0.5 Hour	Gabriel	Yes	High	Completed

1.2.1 Normanda Companion App For The Next Sprint

Task	Time Needed	Responsable	Tested?	Priority	Stage
Item Creation	X Hour	Nuno	No	High	Not Started
Wiki & Draw Items	X Hour	Gabriel	No	High	Not Started

1.3 Objectives

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

1.4 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.

1.5 Sprints

The majority of the tasks were completed in time, with the delay of NPC's ChatBox" backlog due to the difficulty of the member in this task, the team will help to develop this for the next sprint.

1.6 Analysis

In this sprint, most of the work done was accomplished in 7 days. Having a small delay as the team went sick for a couple of days.

1.7 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, only the time used to create the code and fix errors.