

# NORMANDA

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

## Normanda Production Plan

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# 1. Game Introduction

## 1.1 Theme

Action and Adventure.

## 1.2 Genre

Dungeon Crawler.

## 1.3 Setting

The game takes place in a town named Normanda, a fictional city. There are 3 neighborhoods in the city, each neighbor has a portal to the other world that will work as a dungeon level to the player.

## 1.4 Platforms

Windows computers and Android smartphones.

## 1.5 Art/Camera Style

Top-down view with a pixel art style.

## 1.6 Music Style

### 1.6.1 City Music Style

24 bits Calm violin music, creating a happy and calm atmosphere.

### 1.6.2 Dungeon Music Style

24 bits Bass Piano music, increasing the feeling of tension.

## 1.7 Sound Effect

24 bits sound effect.

## 2. Project Concept

### 2.1 Game Concept

The game is a dungeon crawler with exploration. You play as “Adventurer”, your goal is to clean the dungeons and save the city before the monsters discover a way through the portal, while cleaning them, the player can talk with NPCs in the city to understand the world that he is in. When the player kills a monster, he gains gold, being able to buy new items and become stronger. The items can be seen by its rarity with stars in the game and companion app, the rarity of the item influences the price of it. The exploration is in the city map, where NPCs will tell the Lore of the game and even work as comedy relief.

### 2.2 Companion App Concept

The Companion app is an extension of the windows version of the game. On the app, you will be able to set different time base challenges in the game and see details of the game, like the secrets behind the map, a wiki where all items can be seen and their information, and the player's stats.

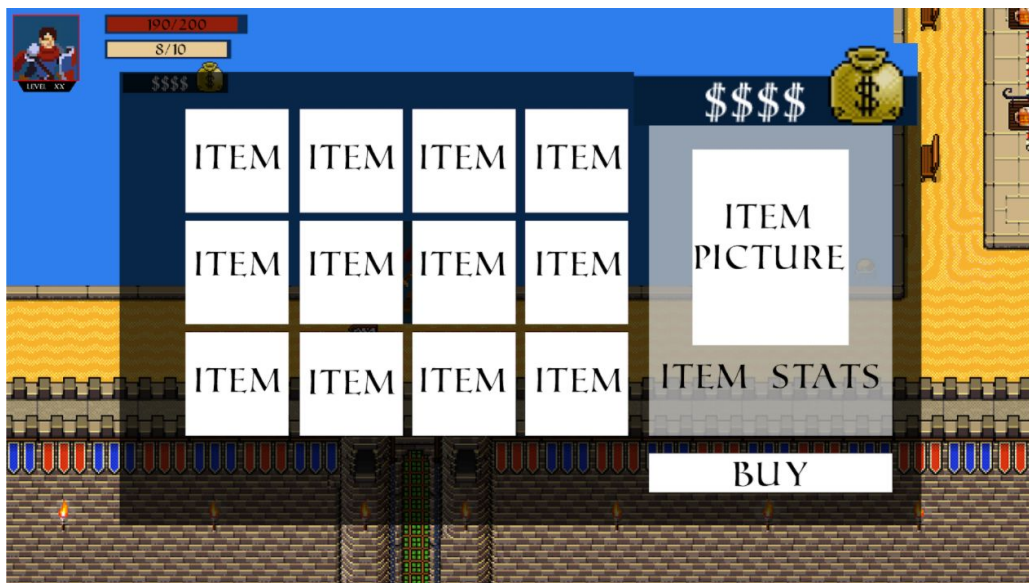
### 3. Game Features List

#### 3.1 Inventory Popup



The player items will be shown in a form of a grid, the items will appear by their rarity. The storage of items in the inventory doesn't have a limit.

#### 3.2 Item Store Popup



Items can be bought inside the store, the player must select the item that he wants, and press "BUY", if the amount of gold is enough, the item will appear in the inventory.

### 3.3 Map Popup



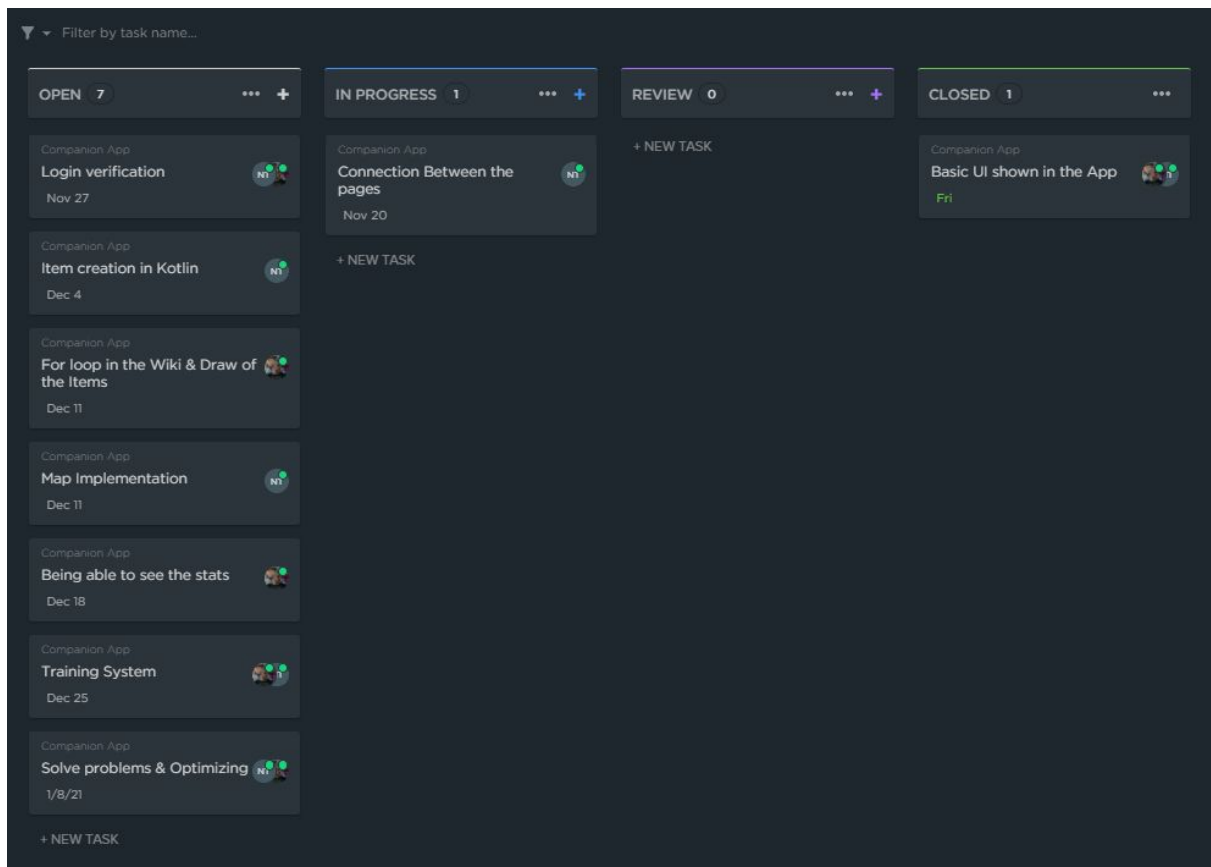
The Map Popup work shows the current neighborhood or dungeon that the player is in.

## 4. Game Backlogs

▼ Filter by task name...

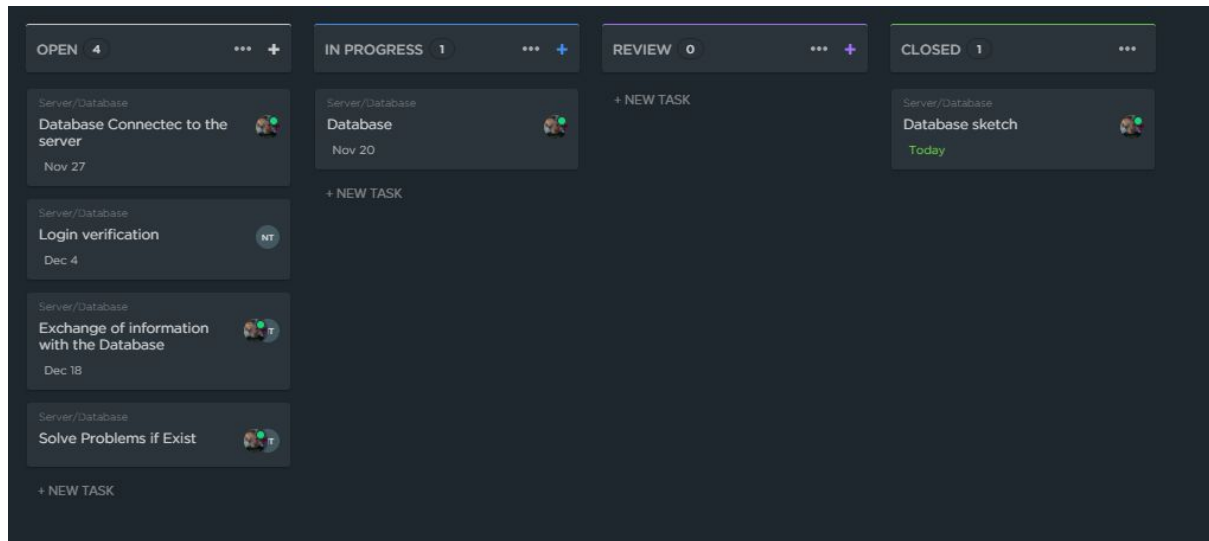
OPEN 10	IN PROGRESS 3	REVIEW 0	CLOSED 2
Unity Game NPC's ChatBox Nov 27	Unity Game Basic UI Nov 20	+ NEW TASK	Unity Game Camera Fri
Unity Game Archer Enemy Nov 27	Unity Game Player Attack (Basic & Strong) Nov 20		Unity Game Player Movement Fri
Unity Game Item Constructor & NPC Sentences Dec 4	Unity Game Melle Enemy (Attack) Nov 20		
Unity Game Level System & Formulas Dec 4	+ NEW TASK		
Unity Game Interface - Inventory & Item Store Dec 11			
Unity Game Basic Item Balanciotion Dec 18			
Unity Game Enemy Level System & Formulas Dec 18			
Unity Game Basic Level Design & Level collision Dec 25			
Unity Game Music Implementation Or Fixing the game Dec 25			
Unity Game SFX Implementation Or Fixing the game 1/1/21			
+ NEW TASK			

## 5. Companion App Backlogs

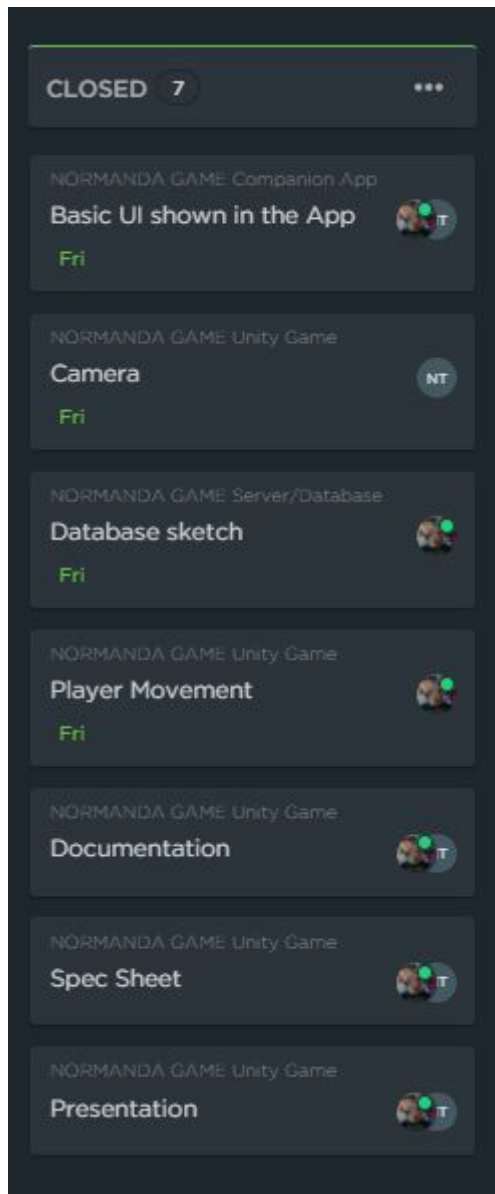




## 6. Server Backlogs



## 7. First Sprint



### 7.1 Objectives

In-game character is moving and the camera is working properly for the type of game.

### 7.2 Backlogs

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

### 7.3 Sprints

The Tasks were completely done by their responsables.

### 7.4 Analysis

In this sprint, most of the work was done by brainstorming and having discussions with the teachers about the mechanics. The Database was sketched to simplify future work.

### 7.5 Tasks Review

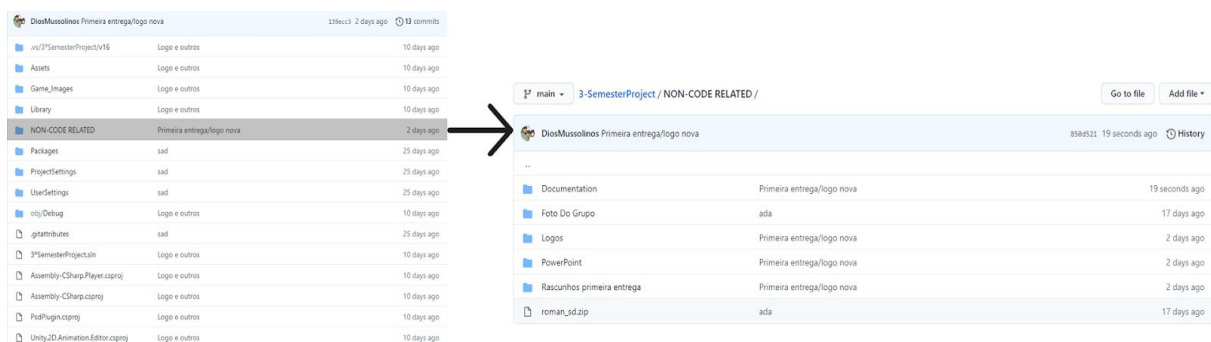
All tasks were completed without any delay or change on the backlogs.

## 8. General Structure

### 8.1 GitHub Structure

On the project, we will use GitHub to transport all the information in all the integrants of the groups. Normanda's GitHub has 10 folders, the Folder "NON-CODE RELATED" will be one of the most important ones, it is divided into 7 folders, "Documentation", "Foto Do Grupo", "Logos", "PowerPoint", "Rascunhos primeira entrega", "Rascunhos segunda entrega", "Rascunhos terceira entrega".

All the files will be shared by GitHub in a private repository that the team has access to, the public build will be left in a public repository that will mark the team as the creators.



### 8.2 Google Docs Structure

All the documentation will be done in google docs, as completed, they will be exported as .pdf files to the GitHub folders. The Google Docs are available in miro to comments, but only the team has the possibility of direct change in the documentation.

### 8.3 Click Up Structure

On the project click up, there is only one folder, with 4 lists. "Unity Game", "Companion App", "Server/Database", and "PROBLEMS TO SOLVE". The responsibilities will be divided according to each folder, and the problems must be communicated in the "PROBLEMS TO SOLVE" list, this list exists to expose every problem and bug that we have, setting it as "OPEN" the team will know that the problem exists, "IN PROGRESS" the team will know that someone is trying to fix it, and "Closed" the team will know that was solved.