NORMANDA

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

Normanda Production Plan

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20th of November

1. Seventh Sprint

1.1 Review And Retrospective

During the seventh sprint, the team focused on the change of values as the player has the item, and in the Store. Now, having most of the main features of the game implemented.

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stageno
New Item? New Values	4 Hours	Gabriel	Yes	High	Completed
Reduction Damage if Shield On	0.5 Hour	Gabriel	Yes	High	Completed
Dungeon 1	1 Hour	Gabriel	Yes	High	Completed
Item Store	8 Hours	Gabriel	Yes	High	Completed
Music	3 Hours	Nuno	Yes	Low	Incomplete
SFX	2 Hours	Nuno	Yes	Low	Incomplete

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Map	4 Hours	Gabriel	Yes	High	Completed
50% Challenge	8 Hours	Gabriel	Yes	High	Incomplete

- During this week, Nuno disappeared and wasn't answering any communication method. He came late saying "I'm spending time with my family, I will do 3 tasks and I will send you by github at the end of the holidays.".

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Death Menu	X Hour	Gabriel	No	High	Not Started
Checkpoints	X Hour	Gabriel	No	High	Not Started

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

1.3 Objectives

The main objective of the seventh sprint was to have all the main features for combat done. Fixing problems, and rush with the companion app to have all the features on it.

1.4 Backlogs

The Task in both game and the app backlogs weren't done as envisioned them. Nuno was responsible for the implementation of the music and sound effects, implementing only the music for the neighbourhoods and the walking SFX.

1.5 Sprints

The item Store was finished on the first day of the sprint, having small problems that were solved in the second day (With Feedback of testers). That made the general work of the group faster.

1.6 Analysis

In this sprint, most of the work done was accomplished in 5 days. Having all of it done by Gabriel, the team will focus on the work of the next sprint, as we have time, we will improve the game for the delivery.

1.7 Tasks Review

Gabriel worked in the Companion app, working in the logic for the training system, but having problems with the language (Kotlin). Bruno will give help to finish the development of the companion app. The work was mostly done as we envisioned, having delays on Nuno's work.