

# NORMANDA

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

## Normanda Production Plan

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# 1. Tenth Sprint

## 1.1 Review And Retrospective

During the Tenth Sprint a lot of work was dedicated to the hackathon. Gabriel spent 3 days in college to finish as soon as possible and to work in the backend of the game.

### 1.1.1 Normanda Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Mage Shot Randomizer	1 Hour	Gabriel	Yes	Low	Completed
Initial Item	0.5 Hours	Gabriel	Yes	High	Completed

- During the Tenth Sprint, all the work was done by Gabriel.
- The Hackthon started, creating delays in the work of the project.

### 16.1.2 Normanda Server

Task	Time Needed	Responsable	Tested?	Priority	Stage
New DataBase	3 Hours	Gabriel	Yes	High	Completed
Simple Server Running	4 Hours	Gabriel	Yes	High	Completed
Gets From the Database (Tested, but no implemented)	2 Hours	Gabriel	Yes	High	Completed

## 1.2 Objectives

The main objective of this was to have a server running, able to change information with the database, and the creation of a logic for the login in the unity game.

## 1.3 Backlogs

The backlogs were done as we envisioned them. The improvement was slow this week because the Hackaton took most of the time from the group.

## 1.4 Sprints

As the math professor gave the idea last week, the idea for the combat was implemented in the game.

## 1.5 Analysis

In this sprint, most of the work done was accomplished in 3 days.

## 1.6 Tasks Review

All the work was done by Gabriel as Nuno doesn't answer about being in the group or not.