

NORMANDA

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

Normanda Production Plan

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1. Second Sprint

During the first sprint the group focused on the documentation, and to start the code with basic code.

1.1 Normanda Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Player Basic Attack	1 Hour	Gabriel	Yes	High	Completed
Player Strong Attack	1 Hour	Gabriel	Yes	High	Completed
Player Shield	0.16 Hour	Gabriel	Yes	High	Completed
Static UI	0.5 Hour	Gabriel	Yes	Medium	Completed
Player Animation	2.5 Hours	Gabriel	Yes	Low	Completed

1.1.1 Normanda Unity Game For The Next Sprint

Task	Time Needed	Responsable	Tested?	Priority	Stage
NPC's ChatBox	X Hour	Nuno	No	High	Not Started
Soldier Enemy	X Hour	Gabriel	No	High	Not Started
Arch Enemy	X Hour	Gabriel	No	High	Not Started

1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Splash Screen	0.5 Hour	Gabriel	Yes	High	Completed
Linear Grid & Buttons	1 Hour	Gabriel	Yes	High	Completed
App Pages/Connected	2 Hours	Gabriel	Yes	High	Completed

1.2.1 Normanda Companion App For The Next Sprint

Task	Time Needed	Responsable	Tested?	Priority	Stage
Item Creation Kotlin	X Hour	Nuno	No	High	Not Started
Map Implementation	X Hour	Gabriel	No	High	Not Started

1.3 Objectives

In-game player attacks, and defense were developed, creating for a few seconds an area of collision that works according to their objectives and after some time destroys them.

1.4 Backlogs

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

1.5 Sprints

The Tasks were completely done by their responsible.

1.6 Analysis

In this sprint, most of the work done was accomplished in 3 days. Having a small period of time, but being able to finish all the work with different tests and optimization.

8.7 Tasks Review

All tasks of the game were accomplished without delays. The companion app had a delay of a few hours, this delay didn't affect the overall productivity of the group.

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.