

NORMANDA

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

Normanda Production Plan

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20th of November

1. First Sprint

1.1 Review And Retrospective

The group worked in the presentation week to have as already some functionalities in the game, as simple as they could.

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Camera	0.5 Hour	Gabriel	Yes	High	Completed
Player Movement	0.5 hour	Gabriel	Yes	High	Completed
Player Animation	2.5 Hours	Gabriel	Yes	Low	Completed

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Blueprints	3.5 Hour	Gabriel	Yes	High	Completed

- All the Backlogs were developed by Gabriel, during this week Gabriel rushed to have as most as possible to show to the professors.

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Player Basic Attack	X Hour	Gabriel	Yes	High	Not Started
Player Strong Attack	X Hour	Gabriel	Yes	High	Not Started
Player Shield	X Hour	Gabriel	Yes	High	Not Started

1.2.2 Plans For Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
App Pages/Connected	X Hour	Gabriel	Yes	High	Not Started

1.3 Objectives

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

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 was done by brainstorming and having discussions with the teachers about the mechanics. The Database was sketched to simplify future work and the game already has movement and some animations.

1.7 Tasks Review

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