

NORMANDA

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

Normanda Production Plan

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1. Eight Sprint

1.1 Review And Retrospective

During the Eight sprint, the team focused on fixing all the known bugs and sending the Build for testes. As soon as they report arrives, everything will be fixed.

The reports of the game came without any news about bugs. So it can be expected no bugs in the second delivery.

The Companion app is finished with all bugs found and possibly fixed.

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stageno
Teleportation Bug	0.5 Hour	Gabriel	Yes	High	Completed
NPC's Bug	4 Hours	Gabriel	Yes	High	Completed
Inventory Fixed and Optimized	2 Hours	Gabriel	Yes	High	Completed
Store Fixed and Optimized	1 Hour	Gabriel	Yes	High	Completed
Rework All Neighbourhoods	4 Hours	Gabriel	Yes	Low	Completed
Second Dungeon	1 Hour	Gabriel	Yes	Low	Completed
Presentation	2 Hours	Gabriel	Yes	High	Completed
Slime King Behavior	1 Hour	Nuno	No	Medium	Incomplete ¹

- During the Eight Sprint, all the work was done by Gabriel.
- Nuno was questioned about his lack of help, he gave the fault for his broken computer.

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Challenge	34 Hours ²	Gabriel	Yes	High	Completed

¹ The code was copied from Archers/Mages, without any difference. So, it will not be available for the second delivery and it was reported to the professors.

² Due to problems in the code, Gabriel asked help for José Graça and João Dia, both of them couldn't understand the problem and assumed it to be a problem with the API. Bruno inverter and make it work properly.

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Start the connection with the backend	X Hour	Gabriel	No	High	Not Started

1.2.2 Plans For Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Start the connection with the backend	X Hours	Gabriel	No	High	Not Started

1.3 Objectives

The main objective of the eighth sprint was to have everything ready and working for the second delivery with the best optimization possible in both Unity Game and Companion App.

1.4 Backlogs

The backlogs weren't done as we envisioned them, with the most of the responsibilities in one person only and the overwork during holidays, some features may not be as optimized as we wanted.

1.5 Sprints

The optimization of the game and fixing bugs was complete and we are waiting for reports from our testers. As soon as new bugs are reported, they will be fixed to deliver the best experience possible.

1.6 Analysis

In this sprint, most of the work done was accomplished in 4 days.

1.7 Tasks Review

Gabriel worked in the Companion App, working in the logic for the training system, and in the Unity Game to optimize, fixing bugs and creating the Build for the testers. The companion app is done.