

NORMANDA

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

Normanda Production Plan

Written by Gabriel Vergari & Nuno Teixeira

20th of November

1. Fourth Sprint

1.1 Review And Retrospective

During the Fourth sprint, the team focused on the Menus and Interactions with NPC's, Transitions, and Menus.

1.1.1 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Inventory	25 Hours	Nuno	Yes	High	Incomple
Transition in levels	1 Hour	Gabriel	Yes	High	Completed
Menus	3 Hour	Gabriel	Yes	Low	Completed
NPC's ChatBox	2 Hours	Gabriel	Yes	High	Completed

1.1.2 Normanda Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Wiki	X Hour	Gabriel	Yes	High	NOT

- Nuno had a lot of problems with the creation of the NPC's ChatBox. After a week of work, Gabriel took the responsibility and Nuno started working with Inventory as he wanted to do it.
- Gabriel started working in the Wiki, but Bruno asked him to stop and wait for the class he would teach what is needed to do it.
- It came to my knowledge, from other students, that nuno wants to leave college.

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
NPC's Waypoints	X Hour	Gabriel	No	High	Not Started
Item Store	X Hour	Gabriel	No	High	Not Started

1.2.2 Plans For Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
?	?	?	?	?	?

1.3 Objectives

Menus and the communication between player and npc was developed, being able to have sentences, related with the lore or not.

1.4 Backlogs

The Task in both game and the app backlogs weren't done as envisioned them. Inventory had a delay of a week, Nuno asked for more time.

1.5 Sprints

The majority of the tasks were completely done by their responsible, with the exception of the inventory that will be delayed and finished by it's responsible.

1.6 Analysis

In this sprint, most of the work was accomplished in 4 days. Having problems with the development of the Inventory, Nuno, the responsible asked for more time to finish it.

1.7 Tasks Review

All tasks of the game were accomplished with delays in the Inventory. The companion app had a delay as the group has an absurd difficulty with kotlin and android Studio.

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.