

NORMANDA

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

Normanda Production Plan

Written by Gabriel Vergari

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1. Twelfth Sprint

1.1 Review And Retrospective

During the Twelfth Sprint the hackathon was finished and the focus of the team was with the polishing of the game, fixing small issues.

1.1.1 Normanda Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Login	4 Hours	Gabriel	Yes	High	Completed
Register	3 Hours	Gabriel	Yes	High	Completed
Post/Get Gold in backend	2 Hours	Gabriel	Yes	High	Completed
Post/Get Exp in backend	5.5 Hours	Gabriel	Yes	High	Completed
Post/Get Level in backend	0.2 Hours	Gabriel	Yes	High	Completed
Post/Get HP in backend	0.5 Hour	Gabriel	Yes	High	Completed
Post/Get Inventory	4 Hours	Gabriel	Yes	High	Incomplete
Instructions	1 Hours	Gabriel	Yes	High	Completed
Delivery Report	1 Hours	Gabriel	Yes	High	Completed
Spec Sheet	3 Hours	Gabriel	Yes	High	Completed
GDD Update	6 Hours	Gabriel	Yes	High	Completed
Review of the Sprint Reports/Production Plan	4 Hours	Gabriel	Yes	High	Completed
Teaser Trailer	6 Hours	Gabriel	Yes	High	Completed
Presentation	2 Hours	Gabriel	Yes	High	Completed

- During the Twelfth Sprint, all the work was done by Gabriel.
- Gabriel wasted about 3 hours testing the Update of Exp and Level in the wrong enemy and trying to solve a problem that didn't exist.
- Gabriel surrenders about getting the inventory of the player for a lot of problems and a lack of help.

1.1.2 Companion App

Task	Time Needed	Responsable	Tested?	Priority	Stage
Logic for Login/Register	5 Hours	Gabriel	Yes	High	Completed
Get Stats Based on ID	3.5 Hours	Gabriel	Yes	High	Completed
Maps Backend	4 Hours	Gabriel	Yes	High	Incomplete
Challenge Backend	5 Hours	Gabriel	Yes	High	Incomplete

1.1.2 Server

Task	Time Needed	Responsable	Tested?	Priority	Stage
Logic for Login/Register	3 Hours	Gabriel	Yes	High	Completed
Gets From X user_ID	1 Hour	Gabriel	Yes	High	Completed
Logic For the Challenge	1.5 Hour	Gabriel	Yes	High	Completed
Adapt to Unity and working	10 Hours	Gabriel	Yes	High	Completed

1.2 Objectives

The main objective of this sprint was to finish the whole game, it's backend and ecosystem.

1.3 Backlogs

The backlogs were done as we envisioned them. The improvement was huge considering the problems Gabriel had last semester with the backend.

1.4 Sprints

All the work was done for fulfilling the last weeks of development .

1.5 Analysis

In this sprint, most of the work done was accomplished in 5 days, with a huge rush and enormous amount of stress.

1.6 Tasks Review

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