



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

Normanda Production Plan

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1. Second Sprint

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.

1.7 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.