

Normanda Production Plan

Written by Gabriel Vergari & Nuno Teixeira

20th of November

# 1. Fourth Sprint

During the third sprint, the team focused on the combat and behaviors of the enemies including the implementation of the art for the city.

## 1.1 Normanda Unity Game

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Inventory | 12 Hours | Nuno | Yes | High | Completed |
| Transition in levels | 1 Hour | Gabriel | Yes | High | Completed |
| Menus | 3 Hour | Gabriel | Yes | Low | Completed |
| NPC’s ChatBox | 2 Hours | Gabriel/Nuno | Yes | High | Completed |

### 1.1.1 Normanda Unity Game For The Next Sprint

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Item Store | X Hour | Gabriel | No | High | Not Started |
| Level System | X Hour | Gabriel | No | High | Not Started |

## 1.2 Normanda Companion App

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Wiki | 6 Hour | Gabriel | Yes | High | Complete |

### 1.2.1 Normanda Companion App For The Next Sprint

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| ? | X Hour | Nuno | No | High | Not Started |
| ? | X Hour | Gabriel | No | High | Not Started |

## 1.3 Server/Database

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Simple Server | 2 Hours | Gabriel | Yes | High | Completed |
| Database | 2 Hours | Gabriel | Yes | High | Completed |
| Procedures | 6 Hours | Gabriel | Yes | High | Completed |

## 1.4 Objectives

Enemies were developed with behavior. The team started the development of NPC’s, and their dialog system.

## 1.5 Backlogs

The Task in both game and the app backlogs were done, it was necessary the help from one of the group members to finish one of the backlogs in time.

## 1.6 Sprints

The majority of the tasks were completed in time, with the delay of a couple of hours in the “NPC’s ChatBox” backlog.

## 1.7 Analysis

In this sprint, most of the work done was accomplished in 7.5 days. Having a small delay as the team went sick for a couple of days.

## 1.8 Tasks Review

The tasks of the game were accomplished with a small delay, this delay didn’t affect the overall productivity of the group. The companion app was accomplished without delays.

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.