

Normanda Production Plan

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# 1. Third Sprint

The second sprint was focused in the combat, having all the animation related to the player ready, and the construction and destruction of his attack working perfectly.

## 1.1 Normanda Unity Game

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Arch Enemy | 3 Hours | Gabriel | Yes | High | Completed |
| Soldier Enemy | 1 Hour | Gabriel | Yes | High | Completed |
| Final Boss | 2 Hours | Gabriel | Yes | High | Completed |
| NPC’s ChatBox | X Hour | Nuno/Gabriel | Yes | Low | Completed |

### 1.1.1 Normanda Unity Game For The Next Sprint

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

## 1.2 Normanda Companion App

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Bottom Navigation | 0.5 Hour | Gabriel | Yes | High | Completed |

### 1.2.1 Normanda Companion App For The Next Sprint

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Time Needed | Responsable | Tested? | Priority | Stage |
| Item Creation | X Hour | Nuno | No | High | Not Started |
| Wiki & Draw Items | X Hour | Gabriel | No | High | Not Started |

## 1.3 Objectives

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

## 1.4 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.

## 1.5 Sprints

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

## 1.6 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.

## 1.7 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 included the time to study and develop the logic. Just the time used to create the code and fix errors.