

Normanda Production Plan

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# 1. Third Sprint

## 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 | No | Low | Not Started |

### 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 |
| Arch Enemy | 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

In-game simple combat with art.

## 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 responsable.

## 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.