METANOIA

Metanoia Seventh Sprint

Written by Merakkie Team

18th of June

1. Eleventh Sprint

1.1 Review And Retrospective

The group is already on track and motivated by the need that everyone has in the other to finish this project, our conversations daily come back and our meeting has laughs, jokes and a lot of work.

1.1.1 Metanoia Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	43 Hours	Dev Team	Yes	High	Completed
Update UI in GDD	5 Hours	Gabriel	Yes	High	Completed
Fixing Shader (On&Off)	1 Hour	Gabriel	Yes	High	Completed
Implementation and Testing of Art & Animation	9 Hours	Gabriel	Yes	High	Completed
Organization of files	2 Hours	Gabriel	Yes	High	Completed
Sound Effect Search	4 Hours	Gabriel	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (21.5 hours per Team Member)

1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	107.5 Hours	Design Team	Yes	High	Completed
Animated 3D Models	5 Hours	Camila	Yes	High	Completed
Guidelines and Redlines	5 Hours	Joana	Yes	High	Completed
Resize Textures	8 Hours	Camila & Gabriel	Yes	High	Completed
Trailer Concept	4 Hours	Camila, Joana, Daniella, Diana	Yes	High	Completed
Spec Sheet Concept	6 Hours	Camila, Joana,	Yes	High	Completed

		Daniella, Diana, José Graça			
Poster Concept	3 Hours	Camila, Joana, Daniella, Diana	Yes	High	Completed
Poster Done	5 Hours	Joana	Yes	High	Completed
UI Kit (Update)	Not Counted	Camila	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (24.5 hours per Team Member).

1.2 Plans For The Nexts Sprints

1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Instructions	X Hour	N/A	N/A	High	Not Started
Music Implementation	X Hour	N/A	N/A	High	Not Started
Art Implementation	X Hour	N/A	N/A	High	Not Started
SFX Implementation	X Hour	N/A	N/A	High	Not Started

1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Merchandise	X Hour	N/A	N/A	High	Not Started
Characters Sentences	X Hour	N/A	N/A	High	Not Started
Subtitles	X Hour	N/A	N/A	High	Not Started
Animated 3D Models	X Hour	N/A	N/A	High	Not Started

1.3 Objectives

The Objective of the Eleventh Sprint was to optimize the game in the art area that was consuming a lot of FPS with the GPU usage. Metanoia had 100 fps and is running with an average of 1000, nearly 10x more.

1.4 Backlogs

The Task in both Game and the Design backlogs accomplished with delays in the tasks from Catarina, Daniela and Joana got her responsibilities and are already working to get into schedule.

1.5 Sprints

The next sprint being the before the presentation, the teams will focus on details to make the interaction between player and game better, the SFX, and music.

1.6 Analysis

The problem with the team member continued for another week, during the conversations with the team member she mentioned problems and travels that she had to do. Not really well explained, but the team can manage itself to get in time with each one's responsibilities and dividing the extra work.

1.7 Tasks Review

The work needed to be divided again at the start of the week, so development doesn't have any impact on the end product.