



METANOIA

Metanoia Seventh Sprint

Written by Merakkie Team

06th of June

1. Ninth Sprint

1.1 Review And Retrospective

Besides the exhaustion in the group, everyone is trying to do the best work possible to finish the game and deliver everything in time and in the best conditions.

1.1.1 Metanoia Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	49 Hours	Dev Team	Yes	High	Completed
Shadow AI: Lion	6 Hours	Maria	Yes	High	Completed
Shadow AI: Deer	3 Hours	Gabriel	Yes	High	Completed
Roof (Formula & Application)	1 Hour	Gabriel	Yes	High	Completed
Flickering Effect	1 Hour	Gabriel	Yes	High	Completed
New Menu UI		Gabriel	Yes	High	Incomplete
IF in Maze	¼ Hour	Gabriel	Yes	High	Completed
IF - Bigger Questionnaire	½ Hour	Gabriel	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)

1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	122.5 Hours	Design Team	Yes	High	Completed
Implementation of Rooms and Lights	15 Hours	Design Team	Yes	High	Completed
Texture 3D Models	19 Hours	Design Team	Yes	High	Completed
Business Model & Analysis	25 Hours	Camila, Diana, Daniela, Joana	Yes	High	Completed
Rework in Textures to Optimization	18 Hours	Design Team			Incomplete

- 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
Controller Adaptation	X Hour	N/A	N/A	High	Not Started
Music Implementation	X Hour	N/A	N/A	High	Not Started
Breathing Mechanic	X Hour	N/A	N/A	High	Not Started
Instructions	X Hour	N/A	N/A	High	Not Started
Art 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
Guidilines & RedLines	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 Ninth Sprint was to finish some of the final details of the game and design aspects. With all the details almost finished, the team will focus on the documentation and in the development of the presentation.

1.4 Backlogs

The Task in both Game and the Design backlogs accomplished with small delays that are insignificant to the end product.

1.5 Sprints

During the Ninth sprint, the team focused on the last details of the game, with the idea of rushing and having the best documentation and presentation as possible in the next sprints.

1.6 Analysis

One of the members of the design team doesn't show in classes and we are not able to communicate during the ninth sprint. The teams will try to improve the communication with this student for the next few weeks.

1.7 Tasks Review

Besides the problems in the communication with a student (since the last 2 weeks, reported from the Design Team), both teams are doing splendid work, and we are ahead of the main schedule.