



METANOIA

# Metanoia Seventh Sprint

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# 1. Seventh Sprint

## 1.1 Review And Retrospective

Merrakie team every week shows more potential of working with pressure, the team is a little bit overworked with the pressure from professors.

### 1.1.1 Metanoia Unity Game

Task	Time Needed	Responsible	Tested?	Priority	Stage
Team Management	82 Hours	Dev Team	Yes	High	Completed
UI - Main Menu	12 Hours	Gabriel	Yes	High	Completed
UI - Pause Menu	6 Hours	Gabriel	Yes	High	Completed
AI - Rabbit	1.5 Hours	Gabriel	Yes	High	Completed
Frames	1 Hour	Gabriel	Yes	High	Completed
Table Lamps	1 Hour	Gabriel	Yes	High	Completed
UI - Game Over	6 Hours	Gabriel	Yes	High	Completed
AI - Search Improvement	6 Hours	Maria	Yes	High	Completed
Captions	4 Hours	Maria	Yes	High	Completed
Static NPCs	6 Hours	Maria	Yes	High	Completed
Art Implementation	8 Hours	Dev Team	Yes	High	Completed
Initial Sound Effects	3 Hours	Dev Team	Yes	High	Canceled
Level Design	20 Hours	Dev Team	Yes	High	Completed
Polishing the Code	7 Hours	Dev Team	Yes	High	Completed
Roof Lamps	4 Hours	Dev Team	Yes	High	Completed
Updated GDD	1 Day	Dev Team	Yes	High	Completed
Updated Production Plan	1 Day	Dev Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (42 hours per Team Member)
- The Dev Team worked 20 hours in level design as the 3D materials had problems causing issues in the performance of the game. These problems leaded to an investigation by the devs to understand the cause and how to overcome any problem.

### 1.1.2 Metanoia Art&Design

Task	Time Needed	Responsible	Tested?	Priority	Stage
Team Management	210 Hours	Design Team	Yes	High	Completed
UX Updates	8 Hours	Camila, Diana, Daniela	Yes	High	Completed
3D Model Castle (Exterior)	5 Hours	Daniela	Yes	High	Completed
UI Development	5 Hours	Camila	Yes	High	Completed
Wireframe Flow Prototype	7 Hours	Camila	Yes	High	Completed
UI Concept Art	8 Hours	Camila	Yes	High	Completed
Character Concept Art	4 Hours	Joana	Yes	High	Completed
Characters Sentences	2 Hours	Joana	Yes	High	Completed
Models Environment	20 Hours	Daniela	Yes	High	Completed
Low-Fidelity Prototype	2 Weeks	Design Team	Yes	High	Completed
3D Concept Art	2 Weeks	Design Team	Yes	High	Completed
Teaser Trailer	3 Days	Design Team	Yes	High	Completed
3D Models Characters	1 Week	Design Team	Yes	High	Completed
Hospital Rooms Ready	3 Weeks	Design Team	Yes	High	Completed
StoryBoard Teaser Trailer	2 Weeks	Design Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (42 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
Deer AI	X Hour	N/A	N/A	High	Not Started
Lion AI	X Hour	N/A	N/A	High	Not Started
New Tasks	X Hour	N/A	N/A	High	Not Started
Minigames	X Hour	N/A	N/A	High	Not Started

### 1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Characters Sentences	X Hour	N/A	N/A	High	Not Started
3D Model Castle	X Hour	N/A	N/A	High	Not Started
Character Concept Art	X Hour	N/A	N/A	High	Not Started
Texture 3D Models	X Hour	N/A	N/A	High	Not Started
3D Model Characters	X Hour	N/A	N/A	High	Not Started

## 1.3 Objectives

The objective of the Seventh Sprint was to finish everything, polish the code and items, and finish all the tasks.

## 1.4 Backlogs

The Task in both Game and the Design backlogs accomplished without any delay.

## 1.5 Sprints

During the seventh sprint, the productivity of the dev team spiked. The design team worked with amazing productivity.

## 1.6 Analysis

All the work for this Sprint was done with all the team involved in every task and making critics to make the work the best as possible. Everyone participates in every task, a

member doesn't have the technical knowledge about a topic, a conversation about logic or even ideas for details are given to the responsible.

## 1.7 Tasks Review

The game has most of the described details from the GDD in the second delivery. The biggest problem the team is facing is assembling everything together and creating a really good level design.