



METANOIA

Metanoia Fifth Sprint

Written by Merakkie Team

07th of May

1. Fifth Sprint

1.1 Review And Retrospective

The group has an intensive focus in mechanics and necessary art for the demo. The dev team is a little behind in the AI, but, besides the AI and Final Level design, the game can be considered completed.

1.1.1 Metanoia Unity Game

Task	Time Needed	Responsible	Tested?	Priority	Stage
Team Management	78 Hours	Dev Team	Yes	High	Completed
Shadow Detection	3 Hours	Dev Team	Yes	High	Completed
Shadow AI: Attack	12 Hours	Maria	Yes	High	Completed
Shadow AI: Search	15 Hours	Maria	Yes	High	Completed
Shadow AI: Resume	9 Hours	Maria	Yes	High	Completed
IF IA: Return	4 Hours	Maria	Yes	High	Completed
IF IA: Stroll	4½ Hours	Maria	Yes	High	Completed
IF IA: Interact	2 Hours	Maria	Yes	High	Completed
IF IA: Pause/Wait	2 Hours	Maria	Yes	High	Completed
HIF Hardcoded AI	2 Hours	Gabriel	Yes	High	Completed
HIF Structured AI	4 Hours	Maria	Yes	High	Completed
FIF Interaction W/o Bugs	6 Hours	Gabriel	Yes	High	Completed
HIF Questionnaire W/o Bugs	8 Hours	Gabriel	Yes	High	Completed
MoveSpeed Based on HeartBeat	1 Hour	Gabriel	Yes	High	Completed
Scaling Environment	2 Hours	Gabriel	Yes	High	Completed
Raycast Light To Shadow + Algorithm to optimization	9 Hours	Gabriel	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (39 hours per Team Member)

- IF IA means “Imaginary Friend Artificial Intelligence” applying the stages of the general AI structure of Metanoia.

1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	195 Hours	Design Team	Yes	High	Completed
Item Modeling	20 Hour	Design Team	Yes	High	Completed
Concept Art Shadows	4 Hours	Joana	Yes	High	Completed
Merchandising (Shirts and Purses)	6 Hours	Design Team	Yes	High	Completed
StoryBoar Teaser Trailer	3 Hours	Camila	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (39 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
FIF Shadow Deer	X Hour	N/A	N/A	High	Not Started
FIF Shadow Rabbit	X Hour	N/A	N/A	High	Not Started
FIF Shadow Koala	X Hour	N/A	N/A	High	Not Started
FIF Shadow Lion	X Hour	N/A	N/A	High	Not Started
FIF Shadow Fox	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 Fifth Sprint was to rush all the small aspects of the game and organize the future weeks to the delivery and the work that must be done.

1.4 Backlogs

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

1.5 Sprints

During the fifth sprint the dev team had a spike in productivity. The problem with AI has been solved, during the sixth and seventh sprints the teams should have the game finish, and use the third delivery to polish the game and prepare for a delivery and presentation in Playstation Talents.

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.

1.7 Tasks Review

The problem with AI was solved during the fifth sprint, the design team is finishing a lot of work at the same time. Next week, both teams should have a spike of productivity and most likely finish the game.