Metanoia Seventh Sprint

Written by Merakkie Team

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1. Eighth Sprint

1.1 Review And Retrospective

Both teams were exhausted, some of them even felt sick for days after the pressure and insane work. Even with days off, the team is really unmotivated to finish the project and to expand it as we previously wanted.

1.1.1 Metanoia Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	30 Hours	Dev Team	Yes	High	Completed
Presentation	8 Hours	Dev Team	Yes	High	Completed
Demonstration	6 Hours	Dev Team	Yes	High	Completed
Production Plan	4 Hours	Gabriel	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (15 hours per Team Member)

1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	75 Hours	Design Team	Yes	High	Completed
Presentation	8 Hours	Design Team	Yes	High	Completed
Trailer	7 Hours	Camilla and Joana	Yes	High	Completed
Business Model	18 Hours		Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (15 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

1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
User Interface Assets	X Hour	N/A	N/A	High	Not Started
Animated 3D Models	X Hour	N/A	N/A	High	Not Started
Promotion Media	X Hour	N/A	N/A	High	Not Started
Merchandise	X Hour	N/A	N/A	High	Not Started

1.3 Objectives

The objective of the Eighth Sprint was to finish the presentation, trailer and demonstration and rest.

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

After weeks of all the members of the group working on average 8 hours per day for this project (Some members worked on average 12 hours), this week was more focused on resting.

1.7 Tasks Review

Some documents had problems for this delivery as the guidelines weren't helpful, the delivery of the guidelines to students (4 days before the presentation), created problems as a lot of work was rushed to accomplish all the details the professors wanted.

The result was students sick, with fever, anxiety, swelling eyes, and panic attacks during the final moments.