



METANOIA

# Metanoia Sixth Sprint

Written by Merakkie Team

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# 1. Sixth Sprint

## 1.1 Review And Retrospective

Merakkie team focused during this sprint in the creation of AI, and solving any bug found by the developers and designers. The code done before passed the tests with unnoticed buggs. All of them are fixed, and the game doesn't have any bugs from what both teams know.

### 1.1.1 Metanoia Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	37 Hours	Dev Team	Yes	High	Completed
Shadow AI: Sleep	3 Hours	Gabriel	Yes	High	Completed
Shadow AI: Jump	5 Hours	Gabriel	Yes	High	Cancelled
Shadow AI: Follow	X Hours	Gabriel	Yes	High	Incomplete
Interactions Redone	8 Hours	Gabriel	Yes	High	Completed
Presentation Structure	6 Hours	Gabriel	Yes	High	Completed
Shadow AI: Kid	7 Hours	Maria	Yes	High	Completed
Shadow AI: Cat	7 Hours	Maria	Yes	High	Completed
Pathfinding Problems Solved	12 Hours	Maria	Yes	High	Completed
Shadow AI: Fox	1 Hour	Dev Team	Yes	High	Completed
Roof Lamps	2 Hours	Dev Team	Yes	High	Complete

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (18.5 hours per Team Member)
- Due to the implementation of the Finite State Machine in the Imaginary Friends, a but between them started happening, trying to be faster after not finding the cause of the bug, the code was redone.

### 1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	92.5 Hours	Design Team	Yes	High	Completed
UX Updates	6 Hours	Camila/Diana/ Daniela	Yes	High	Completed

UI Development	12 Hours	Camila	Yes	High	Completed
Wireframe Flow Prototype	8 Hours	Camila	Yes	High	Completed
Wireframe	8 Hours	Camila	Yes	High	Completed
UI Concept Art - Development	6 Hours	Camila	Yes	High	Completed
Character Concept Art	4 Hours	Joana	Yes	High	Completed
Character Sentences	3 Hours	Joana	Yes	High	Completed
Teaser StoryBoard	5 Hours	Joana	Yes	High	Completed
3D Model Environments	9 Hours	Daniela	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (18.5 hours per Team Member).
- José Graça spent a lot of time with the group helping the development of the UI, giving ideas, and showing sites, youtube videos that help the study of the subject.

## 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
Lion AI	X Hour	N/A	N/A	High	Not Started
Fox AI	X Hour	N/A	N/A	High	Not Started
Level Design - Items	X Hour	N/A	N/A	High	Not Started
Level Design - Shadows	X Hour	N/A	N/A	High	Not Started
Code Review and Polishment	X Hour	N/A	N/A	High	Not Started
Specific SFX	X Hour	N/A	N/A	High	Not Started
Music Implementation	X Hour	N/A	N/A	High	Not Started

### 1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
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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 Sixth Sprint was to rush and prepare all the details for the second delivery. The planning for the presentation based on the level design, and position of the objects.

## 1.4 Backlogs

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

## 1.5 Sprints

During the sixth sprint, the spike of productivity continued in both teams. Besides bad days within every member, the volume of work continued enormously.

## 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 AI had a tremendous advance, and redevelopment to create a better structure and more optimized code. The design area are working with a lot of work almost done, but not finished to publish it here.d