



METANOIA

Metanoia Fourth Sprint

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15th of April

1. Fourth Sprint

1.1 Review And Retrospective

The group worked to have a working demo, by our expectations, by the end of the fifth sprint a demo will be available.

1.1.1 Metanoia Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	62 Hours	Dev Team	Yes	High	Completed
Pathfinding System	15 Hours	Maria	Yes	High	Completed
Shadows AI: Patrol	10 Hours	Maria	Yes	High	Completed
Shadows AI: Chase	14 Hours	Maria	Yes	High	Completed
Imaginary Friends AI	6 Hours	Maria	Yes	High	Completed
Pills	½ Hour	Gabriel	Yes	High	Completed
Shadow Appear in gloom	8 Hours	Gabriel	Yes	High	Completed
HeartBeat Functionality	1 Hour	Gabriel	Yes	High	Completed
Definitive Level Design	4 Hours	Gabriel	Yes	High	Completed
Importation of Assets	3 Hours	Gabriel	Yes	High	Completed
Shadders Apply in Candles	1 Hours	Gabriel	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (31 hours per Team Member)

1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	155 Hours	Dev Team	Yes	High	Completed
High Level IA	1 Hour	Camila	Yes	High	Completed
Merchandising	15 Hours	Camila & Daniela	Yes	High	Completed
Principles	3 Hours	Camila	Yes	High	Completed

UI Concept Art	2 Hours	Design Team	Yes	High	Completed
Weekly Instagram	1 Hour	Design Team	Yes	High	Completed
Final Game Lore	20 min	Design Team	Yes	High	Completed
3D pills concept	1 Hour	Design Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (31 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
Heartbeat Detection	X Hour	N/A	N/A	High	Not Started
HIF Fox AI: Extend Search	X Hour	N/A	N/A	High	Not Started
HIF Lion AI: Mark	X Hour	N/A	N/A	High	Not Started
FIF Koala AI: Sleep	X Hour	N/A	N/A	High	Not Started
FIF Rabbit AI: Jump	X Hour	N/A	N/A	High	Not Started
FIF Shadow Deer: Search	X Hour	N/A	N/A	High	Not Started
Table Lamps	X Hour	N/A	N/A	High	Not Started
Roof Lamps	X Hour	N/A	N/A	High	Not Started

1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Wireframes	X Hour	Someone	Yes	High	Not Started
Roof Lamps	X Hour	N/A	N/A	High	Not Started
Table Lamps	X Hour	N/A	N/A	High	Not Started
Concept Teaser	X Hour	N/A	N/A	High	Not Started
Hospital Rooms Ready	X Hour	N/A	N/A	High	Not Started

1.3 Objectives

The objective of the Fourth Sprint was to get over the delay of the third sprint. There are still points missing for a delivery of a demo for the professors, but it will be ready by next sprint.

1.4 Backlogs

The Task in both Game and the Design backlogs accomplished with the rush of simpler items that are necessary for the development of the game. Some of the Backlogs suffer changes to fulfil the changes to create a better game.

1.5 Sprints

During the fourth sprint, specific tasks were focused to fulfil the delay of the third sprint, this decision had a good and back impact in the organization of the team. By the fifth sprint, if this problem continues, the team will reorganize and set new objectives.

1.6 Analysis

All the work for this Sprint was done with all the team involved in every task.

1.7 Tasks Review

All tasks were completed with delays in the Artificial Intelligence. During the next sprints, the dev team will rush during the fifth and sixth sprint to have everything ready.