



METANOIA

# Metanoia Production Plan

Written by Merakkie Team

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# 1. First Sprint

## 1.1 Review And Retrospective

The group worked in the presentation week to have already some functionalities in the game, as simple as they could.

### 1.1.1 Metanoia Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	392 Hours	Dev Team	Yes	High	Completed
GDD	54 Hours	Dev Team	Yes	High	Completed
Game Formulas	6 Hours	Dev Team	Yes	High	Completed
Production Plan	14 Hours	Dev Team	Yes	High	Completed
Spec Sheet	16 Hours	Dev Team	Yes	High	Completed
Initial Level Design	4 Hours	Dev Team	Yes	High	Completed
Presentation	8 Hours	Dev Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week (196 hours per Team Member - From 2021/03/10 to 2021/04/09.).

### 2.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	980 Hours	Design Team	Yes	High	Completed
Concept Book	133 Hour	Design Team	Yes	High	Completed
Spec Sheet - Layout	16 Hours	Design Team	Yes	High	Completed
Weekly Instagram	4 Hours	Design Team	Yes	High	Completed
Production Plan	12 Hours	Design Team	Yes	High	Completed
Brand Kit	23 Hours	Design Team	Yes	High	Completed
Presentation	8 Hours	Design Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week (196 hours per Team Member - From 2021/03/10 to 2021/04/09.).

## 1.2 Plans For The Nexts Sprints

### 1.2.1 Plans For The Unity Game

Task	Time Needed	Responsable	Tested?	Priority	Stage
Player Camera	X Hour	Someone	Yes	High	Not Started
Player Movement	X Hour	Someone	Yes	High	Not Started
Basic UI	X Hour	Someone	Yes	High	Not Started

### 1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Characters Sentences	X Hour	Someone	Yes	High	Not Started
Final Game Lore	X Hour	Someone	Yes	High	Not Started
Character Concept Art	X Hour	Someone	Yes	High	Not Started

## 1.3 Objectives

All the documentation was done with an excellent amount of work, both teams try to envision the final delivery with this Milestone.

## 1.4 Backlogs

The Task in both Game and the Design backlogs were done as envisioned them.

## 1.5 Sprints

The expectations were exceeded with all the work done and already starting the next sprint.

## 1.6 Analysis

All the work for this Sprint was done with all the team involved in every task, to help and develop the same work without any mistakes and misunderstanding.

## 1.7 Tasks Review

All tasks were completed without any delay or change on the backlogs.