



# METANOIA

Production Plan 0.0.1



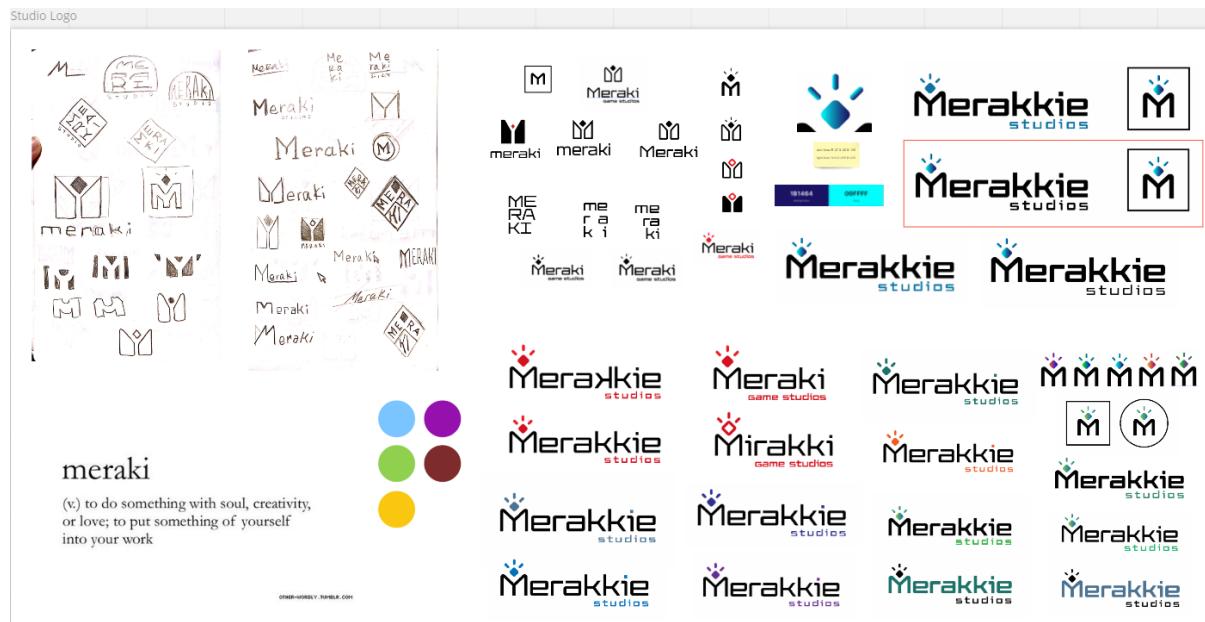
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# 1. Studio and Game: Brand Concepts

## 1.1 Studio



Hello there! Before getting into the complex aspects of our branding, allow us to take you on a small journey through the making of our brand, Merakkie Studios, while showcasing its intentions and its short-lived history.

We are a gaming-based brand with an aim to build a diverse following of players around the globe and create an inclusive gaming community in which users can feel connected and interact with people alike through our new and engaging content namely video games, products, and gaming spaces such as our coffee shop, PC Bang.

Our brand was created in 2021 by a team of like minded designers and developers with the intent of creating a game, our most recent release, Metanoia, a survival-based, psychological-horror game with a peculiar plot-twist. With this game, and hopefully our future games, we hope to create, through our character-driven storytelling, content to which players may relate to and/or find a safe space in.

Our main goal as a gaming brand is for our games to be memorable and entertaining but most importantly, they are meant to leave a mark on the player, to grant them something meaningful, it being a feeling, a quote, a character or even a simple visual, that makes them come back to play time after time.

In order to achieve this goal, we must know who we are making this content for, and to complete such a task we must create a bond between brand and users. At Merakkie Studios, we pride ourselves in the relationships we create with our players through our user-centered company policy as we strive to keep a professional yet friendly connection amongst ourselves.

This affinity is what drives us to create spaces online and offline where our users can not only find and meet people they can relate to while enjoying our games side by side with others alike, but also reach us in a more up close level so that we, as a brand, never lose our down to earth touch.

### 1.1.1 Final Studio Logo

- **Gradient Text:**

We have a few color gradients to represent our brand, these include warm tones, cool tones and a mix in order to add flexibility to the use of our branding and a sense of personalization as one may choose which combination fits best to their taste and/or image and purpose of use.

The warmer toned gradients enhance the feeling of comfort, warmth and happiness and it helps us promote the cheery and relaxed side of our brand as it catches the eye and emanates positivity, brightness and energy, this is accomplished through the usage of tonalities such as Salmon, Orange and Yellow.

In complementary contrast we have the cool toned gradients which represent and



bring out the more professional and productive side of our brand with Purple, Midnight Blue, Medium Blue and Teal which translate feelings of calmness, stability, wisdom and sincerity that perfectly describe our attitude towards the most serious and important matters within our brand.

- **Color Palette Text:**

Our color palette is divided in two categories, primary and secondary.

The primary color palette is used in our logo and it's composed of two color tones, Midnight blue and Teal, these colors represent the image we want to convey as a brand, an image of security, productivity, sincerity, inspiration and responsibility. These are all qualities we aspire to project in the way we handle our brand, all whilst keeping a relaxed and friendly relationship with our users, this is what our blues represent.

For our secondary color palette we chose a wider array of colors which include Purple, Medium Blue, Salmon, Orange and Yellow. This secondary palette is to be used in any sort of product or imagery related to our brand, this includes promotional posters and advertisement, merchandise and brand affiliated spaces.

With the usage of these colors we aim to create a sense of individuality and diversity all whilst using them to represent the overall feel and atmosphere of our brand which should depict a sense of warmth, friendliness, confidence and reliability.

- **Primary Color Palette:**

Midnight blue - C100 M100 Y40 K48 - #1D1240

Teal - C61 M0 Y23 K0 - #40D6D9

- **Secondary Color Palette:**

Purple - C75 M92 Y0 K0 - #662D91

Medium Blue - C72 M15 Y32 K1 - #2DA1AD

Salmon - C0 M82 Y65 K0 - #F24949

Orange - C0 M51 Y82 K0 - #FF9433

Yellow - C0 M21 Y84 K0 - #FFCC33

## 1.2 Game



### 1.2.1 Final Game Logo



- **Main Logo:**

The main logo of our game is composed by the name and the icon, used together in order to balance each other and to better convey our message. This version is the preferred one to use on all applications, from digital to merchandise, as long as the signature doesn't lose its legibility. In that case, use the icon alone.

- **Icon:**

The icon of our game is composed by the letter 'O' with an eye, and due to its similarity with the main logo it can be easily associated with it, without losing its essence. This icon should be used in small dimensions or applications, when the main logo isn't able to survive.

## 2. Team

### 2.1 Designers

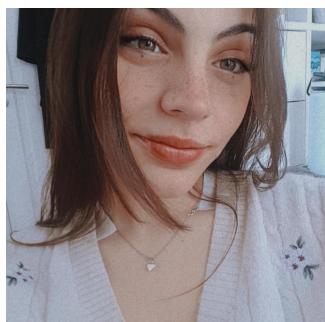
#### 2.1.1 Camila Ferreira Levin

"I'm 19, and, I'm a very passionate Pop Culture fan, I love everything from movies to games to comics. I wish to be game designer in the future, that is actually why I'm the course. Lastly, can be a little anxious, but I always make it work."

E-mail: [flevincamila@gmail.com](mailto:flevincamila@gmail.com)



#### 2.1.2 Joana Lourenço de Souza Bento



"Hey!~ I'm 20 and I'm really interested in science and art, mostly the topics of biology, astrophysics and theoretical physics (chemistry is good too but clearly the inferior link), I also love game design, industrial design, and I love animation and languages! I also love to meet new people and I hope we work well!"

E-mail: [joanalourencosb@gmail.com](mailto:joanalourencosb@gmail.com)

#### 2.1.3 Daniela Ramos Diniz

"Hello! I'm 19 years old and I'm from Lisbon. I've been drawing since I can remember and I also like to paint, but I've been in the science area up until the end of high school. I like to watch series, have a beer with friends, travelling and going to new places. Since I like to do a little bit of everything, I figured this would be the perfect course for me. I'm a practical person and a perfectionist and I hate leaving things (and deliveries) for the last minute. I might be a little scared of public speaking and I try not to be \*too\* controlling when working in groups, but my previous partner might think otherwise :)"

E-mail: [danielardiniz@gmail.com](mailto:danielardiniz@gmail.com)



## 2.1.4 Diana Sousa Silva



"Hello, I'm 20 years old and I'm from the place where the roster of "Portugal" was born (not saying because I'm disappointed that most people don't know it). I love traveling, reading, music and learning new languages. I've done so many things throughout my life that I really enjoyed that makes it hard for me to know what I want. But hopefully I can do something that lets me apply a little bit of each thing I've learnt."

E-mail: dianaxsilva@hotmail.com

## 2.1.5 Catarina de Andrade de Oliveira Costa

"I'm almost 20 years old but I still feel like I'm 18, because it feels like covid didn't let me live from that point on so it shouldn't count.... I am passionate about sour gummies and churros, yes I know you were expecting something more serious but it is what it is. I really value the time I spend with my friends, I miss being able to go for coffees, a beer, and being able to go dancing until the wee hours of the morning. I am a little lazy but I really like to work, make things, and be creative."



E-mail: oliveiracosta.catarina@gmail.com

## 2.2 Programmers

### 2.1 Mariya Brovkina

"My name is Maria, originally from far away, I have previously studied languages and philology in Latvia and Spain, but eventually moved here to Lisbon for the Games Development degree.

I love art, admire people with good animation skills and I am overall interested in design aspects of a game as my final goal is to become a Game Designer.

I am equally in love with programming, not only for games but also for the software development and databases, and for the time I have been involved in it, I consider myself a decent dev."



E-mail: kandushk@gmail.com

## 2.2 Gabriel Rodrigues Vergari



"I'm an Italian Dev (22 years old), I have lived 10 years in Brazil, and graduated in Logo Design there. I came back to Europe to finish my academic life as a programmer, my idea is to finish it in this area and keep evolving. My objective is to be a senior programmer in C# and C++."

E-mail: gabrielvergari@hotmail.com

## 3. Tools

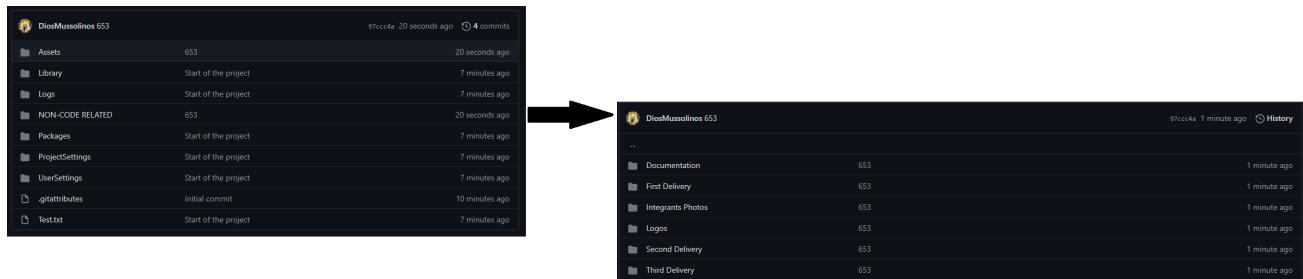
### 3.1 GitHub Structure



Github is aimed at enhancing the process of updating files related to the project, this way only the part that was changed is sent to a repository.

The team will use Github to transmit information between all integrants of the group. The project has several folders:

- The folder “NON-CODE RELATED” is one of the most important ones. It’s divided into 7 folders, “Documentation”, “Integrants Photos”, “Logos”, “First Delivery”, “Second Delivery”, and “Third Delivery”. The folder is meant for the design team to upload and update their 3D models, art-related items and the project documentation.
- The folders for the final art are called “Assets”, “Art&Animation”. All the files related to art must be delivered there and organized by subject (“Player”, “Enemy”, or others).
- The development team will use appropriate branches for unfinished features, and once they are done and ready for implementation, they will be pushed to the master branch.



### 3.2 Google Drive Structure



On google drive we have 4 main folders, “Sprint reports”, “Game builds”, “DELIVERIES”, and “Brand management”, where the team members will leave the documents available to all the professors and others interested in this game.

- In “Game builds”, there is a nested folder with comments about each build. These comments must show the current performance of the game inside of the Unity Engine following the current example.

```
//////////////////STATS OF THE GAME//////////////////
```

```
Average Frame Rate: 1920.2 (0.5ms)
```

```
Lowest Frame Rate: 1630 (1.0ms)
```

```
Average use of the CPU: 2.5%
```

```
Average use of the GPU: 1.0%
```

- In the Drive folder, we have a .txt document called “Links.txt” where the public repository (github) and Miro can be seen by anyone with the link.
- Brand management is a folder used by designers mostly. It contains information about the brand of the studio as well as its logo and the concept book.
- Deliveries folder contains the deliverables for each milestone. It has three internal folders per each delivery.
- Sprint reports folder contains 12 documents, each corresponding to one of the sprints throughout the development process.

Overall, Google Drive is used both as a backup option for the files created and the fastest way to share the files between the members of the team and professors.

### 3.3 Discord



Discord is the application the Merakkie Studios uses for meetings and overall communication between the team members. Discord is focused in all communication inside of the group where the professors do not necessarily have to be present.

### 3.4 Slack



Slack is an application to communicate by text and share files with the professors. All of the documents, art and functionalities of the game must be sent by slack to obtain feedback and reports by professors. All of the communication must be done in the group Channel.

Besides the above mentioned purposes, Slack serves as a communication channel with all of the other groups. The team can see the announcements and get an immediate response to whatever questions it has.

### 3.4 Google Docs Structure



### Google Docs

All of the documentation will be prepared collaboratively in Google Docs. Upon completion, they will be exported as .pdf files to the GitHub folders. Each team member has the permission to edit and see the content of the documents. The professors were also provided the link for editing and viewing the documents.

The documents contained currently in the Google Docs are: Production Plan and Game Design Document.

### 3.5 ClickUp Structure



On the project ClickUp, there is only one folder, with 4 lists. “Research”, “Game”, “Art&Design”, and “Problems to solve”. The responsibilities will be divided according to each folder, and the problems must be communicated in the “Problems to solve” list, this list exists to expose every problem and bug that we have, setting it as “OPEN” the team will know that the problem exists, “IN PROGRESS” the team will know that someone is trying to fix it, and “COMPLETE” the team will know that was solved.

There is a stage named “PRODUCTION PLAN”, where the student must confirm that his tasks were updated in the production plan before addressing the task as “COMPLETE”.

The name of the tasks is done with 2 elements, the ID of the week and the Name of the task. Following the example “2 - Final Game Lore”.

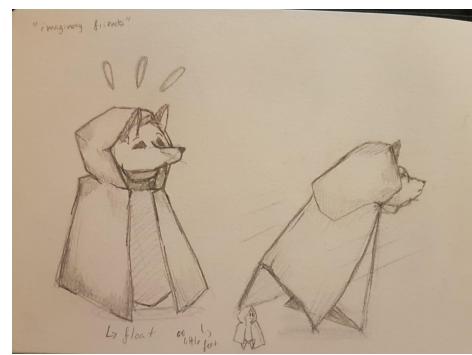
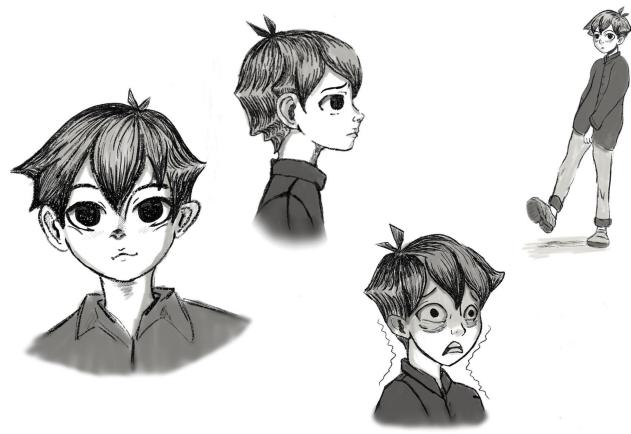
## 4. Project Concept

### 4.1 Game Concept

Metanoia is a psychological horror with exploration. You play as "Child", your goal is to do the tasks and progress in the lore, the tasks are given from Imaginary Friends around the map, while People populate the map.

The main mechanic of Metanoia is the heartbeat that influences the gameplay in the total. The heartbeat will increase and decrease making the playing harder and easier for the player as he fails tasks or sees himself near the enemies. Failing tasks from the Imaginary Friends will increase the heartbeat and spawn a new shadow.

### 4.2 Art And Design Concept



## 5. Game Features List

### 5.1 HeartBeats

Appears in the main screen, if the player configures the game like that, the heartBeats is interpreted by the volume and velocity of the heartBeats Sound Effect. The heartBeats will impact the speed of the player, the view range of the shadows, volume, and speed of the Sound Effects.



### 5.2 Items

There are 2 types of items in Metanoia, NPC-Related and Pills. NPC-Related is the one that the player must collect and give to the correct npc, Pills is used with the intention of controlling the heartBeats and making the player decide if it's time, or not, do consume those.

### 5.3 NPCs

- **People:**  
Static NPCs that ignore the player saying sentences towards.
- **Friendly Imaginary Friends (FIF):**  
Dynamic NPCs that request items directly, doing the task wrongly makes a new shadow spawns.
- **Hostile Imaginary Friends (HIF):**  
Dynamic NPCs that request items in a form of riddles, doing the task correctly makes a new shadow spawns.

### 5.4 Shadows

Shadows are the consequence of the mental illness of the main character, creating monsters chasing the player. The first shadow is the player's shadow, and the others are the imaginary friends. Each one has different behaviors, their behaviors detailed in the Game Design Document of Metanoia in the section “2.2.5 Shadows”.

## 6. Backlogs

The development of the project involves several main backlogs from the development and design teams. For the development team, the backlogs include: Mechanics, UI, Level Design, Sound Effects, Artificial Intelligence and the Documentation & Marketing items, such as the trailer and the spec sheet. The sections below will list the tasks specific to each backlog.

### 6.1 Devs Backlogs & Tasks

This section contains detailed information about the backlogs for the development team.

The ID of each task corresponds to the sprint during which it is going to be implemented.

#### 6.1.1 Mechanics

The mechanics of Metanoia include the basic features, such as the camera behaviour, player movement, inventory and actions taken by the player character. The core mechanics are: the heartbeat and its influence on the game environment, the items, such as pills, that help the player manage the heartbeat rate, the mini-quests given by the NPCs and the stealth element that allows the player to avoid the shadow enemies.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
2	Player Camera	X Hour	N/A	N/A	High	Not Started
2	Player Movement	X Hour	N/A	N/A	High	Not Started
4	PEO	X Hour	N/A	N/A	High	Not Started
4	FIF Tasks	X Hour	N/A	N/A	High	Not Started
4	HIF Riddles	X Hour	N/A	N/A	High	Not Started
6	Inventory	X Hour	N/A	N/A	High	Not Started
6	Items for Tasks	X Hour	N/A	N/A	High	Not Started
6	Pills	X Hour	N/A	N/A	High	Not Started

#### 6.1.2 UI

The UI has been conceptualized in Unity during the concept creation of the game. By the second sprint, the team will focus on making the already existing UI functional. In the 6th Sprint, changes might happen according to the development of the Design Team.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
2	Basic UI	X Hour	N/A	N/A	High	Not Started

6	Final UI	X Hour	N/A	N/A	High	Not Started
10	Polishing & Fixing if Needed	X Hour	N/A	N/A	High	Not Started

further studies must be done to fulfill the needs of Metanoia, further explanation in the Game Design Document - 4. Graphics

### 6.1.3 Graphics

The graphics are a very important aspect of the game as they contribute directly to the immerse experience of the players. The team has defined the main tasks for implementing enhanced low-poly graphics with the use of appropriate rendering pipeline and shaders.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
7	Shaders	X Hour	N/A	N/A	High	Not Started
8	Table Lamps (Light)	X Hour	N/A	N/A	High	Not Started
8	Roof Lamps (Light)	X Hour	N/A	N/A	High	Not Started
8	Candle lights	X Hour	N/A	N/A	High	Not Started
8	Shadows	X Hour	N/A	N/A	High	Not Started

### 6.1.4 AI

The Artificial Intelligence in Metanoia includes the implementation of the Finite State Machine and an A\* Pathfinding Algorithm. The AI of each NPC is different in some ways and thus the team has divided the tasks per each NPC.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
3	Default Finite State Machine	X Hour	N/A	N/A	High	Not Started
3	Pathfinding Algorithm	X Hour	N/A	N/A	High	Not Started
3	Player's shadow AI	X Hour	N/A	N/A	High	Not Started
3	Lion AI	X Hour	N/A	N/A	High	Not Started
3	Cat AI	X Hour	N/A	N/A	High	Not Started
3	Fox AI	X Hour	N/A	N/A	High	Not Started
3	Rabbit AI	X Hour	N/A	N/A	High	Not Started
3	Koala AI	X Hour	N/A	N/A	High	Not Started

3	Deer AI	X Hour	N/A	N/A	High	Not Started
4	Castle Inhabitants AI	X Hour	N/A	N/A	High	Not Started

### 6.1.5 Level Design

The Level Design was created based on Rocca Costanza, an old psychological facility in Pesaro-Italy, and the use of a testimony from an old prisoner helped the Design Team to create the environment. The Level Design may have some changes as both teams reorganize the environment for a better experience for the player.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
2	Initial Level Design	X Hour	N/A	N/A	High	Not Started
9	Definitive Level Design	X Hour	N/A	N/A	High	Not Started

### 6.1.6 SFX

Sound in the game is mostly picked by the designers, however, it is planned that voice-over will be done by all of the team members. The implementation of the sound is done by the development team. Below are the tasks for the implementation.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
11	Background music	X Hour	Maria/Gabriel	N/A	High	On review
11	In-Menu SFX	X Hour	Maria/Gabriel	N/A	High	On review
11	In-Game SFX	X Hour	Maria/Gabriel	N/A	High	On review
11	Voice-over	X Hour	All	N/A	High	On review
11	In-Game music	X Hour	Maria/Gabriel	N/A	High	On review

### 6.1.7 Documentation & Marketing Item

The documentation and marketing tools are developed with collaboration from both teams, trying to give the best options and best strategy to help Metanoia to win the market.

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
1	GDD	X Hour	Maria/Gabriel	N/A	High	On review
1	Spec Sheet	X Hour	Maria/Gabriel	N/A	High	On review
1	Production Plan	X Hour	Maria/Gabriel	N/A	High	On review

10	Instructions	X Hour	N/A	N/A	High	Not Started
11	Update GDD	X Hour	N/A	N/A	High	Not Started
12	Trailer	X Hour	N/A	N/A	High	Not Started
12	Update Production Plan	X Hour	N/A	N/A	High	Not Started
12	Final Spec Sheet	X Hour	N/A	N/A	High	Not Started
12	Instructions	X Hour	N/A	N/A	High	Not Started

### 6.1.8 Devs Total Tasks

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
1	Documentation	X Hour	Maria/Gabriel	N/A	High	On review
2	Initial Level Design	X Hour	N/A	N/A	High	Not Started
2	Player Camera	X Hour	N/A	N/A	High	Not Started
2	Player Movement	X Hour	N/A	N/A	High	Not Started
2	Basic UI	X Hour	N/A	N/A	High	Not Started
3	Player's shadow AI	X Hour	N/A	N/A	High	Not Started
3	FIF AI	X Hour	N/A	N/A	High	Not Started
3	HIF AI	X Hour	N/A	N/A	High	Not Started
4	FIF Tasks	X Hour	N/A	N/A	High	Not Started
4	HIF Riddles	X Hour	N/A	N/A	High	Not Started
5	FIF Shadows	X Hour	N/A	N/A	High	Not Started
5	HIF Shadows	X Hour	N/A	N/A	High	Not Started
6	Inventory	X Hour	N/A	N/A	High	Not Started
6	Items for Tasks	X Hour	N/A	N/A	High	Not Started
6	Pills	X Hour	N/A	N/A	High	Not Started
6	Implementation of the Art	X Hour	N/A	N/A	High	Not Started
7	Roof Lamps (Light)	X Hour	N/A	N/A	High	Not Started
7	Table Lamps (Light)	X Hour	N/A	N/A	High	Not Started

7	Music	X Hour	N/A	N/A	High	Not Started
7	SFX	X Hour	N/A	N/A	High	Not Started
7	Polishing	X Hour	N/A	N/A	High	Not Started
7	Optimization	X Hour	N/A	N/A	High	Not Started
8	New Tasks for FIF	X Hour	N/A	N/A	High	Not Started
8	New Tasks for HIF	X Hour	N/A	N/A	High	Not Started
8	Implementation of the Art	X Hour	N/A	N/A	High	Not Started
9	Definitive Level Design	X Hour	N/A	N/A	High	Not Started
9	Minigame in the tasks	X Hour	N/A	N/A	High	Not Started
9	Minigame in the tasks	X Hour	N/A	N/A	High	Not Started
10	Implementation of the Art	X Hour	N/A	N/A	High	Not Started
10	Game Cheats	X Hour	N/A	N/A	High	Not Started
10	Instructions	X Hour	N/A	N/A	High	Not Started
11	Update GDD	X Hour	N/A	N/A	High	Not Started
12	Trailer	X Hour	N/A	N/A	High	Not Started
12	Update Production Plan	X Hour	N/A	N/A	High	Not Started
12	Final Spec Sheet	X Hour	N/A	N/A	High	Not Started
12	Instructions	X Hour	N/A	N/A	High	Not Started
12	Polish/Optimization	X Hour	N/A	N/A	High	Not Started

Below is the table with the deadlines set for every task, sorted by their ID:

ID	Limit Date
1	2020/04/09
1º DELIVERY	2020/04/12
2	2020/04/16

3	2020/04/23
4	2020/04/30
5	2020/05/07
6	2020/05/14
7	2020/05/21
2° DELIVERY	2020/05/26
8	2020/05/28
9	2020/06/04
10	2020/06/11
11	2020/06/18
12	2020/06/25
3° DELIVERY	2020/06/30

## 6.2 Design Backlogs

### 6.2.1 Narration & Documentation

The documentation and marketing tools are developed with collaboration from both teams, trying to give the best options and best strategy to help Metanoia to win the market.

ID	Task	Time Needed	Responsable	Tested?	Priority	Stage
2	Final Game Lore	X Hour	N/A	N/A	High	Not Started
2	Characters Sentences	X Hour	N/A	N/A	High	Not Started
3	MoodBoards	X Hour	N/A	N/A	High	Not Started
5	StoryBoard Teaser Trailer	X Hour	N/A	N/A	High	Not Started
6	User Journeys	X Hour	N/A	N/A	High	Not Started
7	Concept Book	X Hour	N/A	N/A	High	Not Started
7	Gameplay instructions	X Hour	N/A	N/A	High	Not Started
8	Business plan	X Hour	N/A	N/A	High	Not Started
8	Final concept book	X Hour	N/A	N/A	High	Not Started
10	guidelines & redlines	X Hour	N/A	N/A	High	Not Started
12	Update Production Plan	X Hour	N/A	N/A	High	Not Started
12	Final Spec Sheet	X Hour	N/A	N/A	High	Not Started
12	Trailer	X Hour	N/A	N/A	High	Not Started

### 6.2.2 Concept Art

ID	Task	Time Needed	Responsable	Tested?	Priority	Stage
2	Character Concept Art	X Hour	N/A	N/A	High	Not Started
2	UI Concept Art	X Hour	N/A	N/A	High	Not Started
3	3D Concept Art	X Hour	N/A	N/A	High	Not Started

### 6.2.3 3D Concept

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
1	3D Initial Art	X Hour	N/A	N/A	High	Not Started
4	3D Models	X Hour	N/A	N/A	High	Not Started
4	Hospital Rooms Ready	X Hour	N/A	N/A	High	Not Started
5	Textured 3D models	X Hour	N/A	N/A	High	Not Started
6	Low-Fidelity Prototype	X Hour	N/A	N/A	High	Not Started
7	Implementation of Rooms and Lights	X Hour	N/A	N/A	High	Not Started
10	high-fidelity prototypes	X Hour	N/A	N/A	High	Not Started

### 6.2.4 Business

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
4	Business Model	X Hour	N/A	N/A	High	Not Started
5	Business Model	X Hour	N/A	N/A	High	Not Started
9	Merchandising	X Hour	N/A	N/A	High	Not Started
9	Promotional media	X Hour	N/A	N/A	High	Not Started

### 6.2.5 Animations

ID	Task	Time Needed	Responsible	Tested?	Priority	Stage
9	Animated 3D models	X Hour	N/A	N/A	High	Not Started
9	3D model & level renders	X Hour	N/A	N/A	High	Not Started
12	animatics & screenshots	X Hour	N/A	N/A	High	Not Started

## 6.2.6 UI

The UI has been conceptualized in Unity during the concept creation of the game. By the second sprint, the team will focus on making the already existing UI functional. In the 6th Sprint, changes might happen according to the development of the Design Team.

ID	Task	Time Needed	Responsable	Tested?	Priority	Stage
6	UI Development	X Hour	N/A	N/A	High	Not Started
10	UI kit	X Hour	N/A	N/A	High	Not Started
10	User Interface assets	X Hour	N/A	N/A	High	Not Started

## 6.2.7 Design Total Tasks

ID	Task	Time Needed	Responsable	Tested?	Priority	Stage
1	Documentation	X Hour	N/A	N/A	High	Not Started
2	Final Game Lore	X Hour	N/A	N/A	High	Not Started
2	Characters Sentences	X Hour	N/A	N/A	High	Not Started
2	Character Concept Art	X Hour	N/A	N/A	High	Not Started
2	UI Concept Art	X Hour	N/A	N/A	High	Not Started
3	3D Concept Art	X Hour	N/A	N/A	High	Not Started
3	MoodBoards	X Hour	N/A	N/A	High	Not Started
4	Hospital Rooms Ready	X Hour	N/A	N/A	High	Not Started
4	Business Model	X Hour	N/A	N/A	High	Not Started
4	3D Models	X Hour	N/A	N/A	High	Not Started
5	Business Model	X Hour	N/A	N/A	High	Not Started
5	StoryBoard Teaser Trailer	X Hour	N/A	N/A	High	Not Started
5	Textured 3D models	X Hour	N/A	N/A	High	Not Started
6	Low-Fidelity Prototype	X Hour	N/A	N/A	High	Not Started
6	UI Development	X Hour	N/A	N/A	High	Not Started

6	User Journeys	X Hour	N/A	N/A	High	Not Started
6	*Undefined*	X Hour	N/A	N/A	High	Not Started
7	*Undefined*	X Hour	N/A	N/A	High	Not Started
7	*Undefined*	X Hour	N/A	N/A	High	Not Started
7	Concept Book	X Hour	N/A	N/A	High	Not Started
7	Implementation of Rooms and Lights	X Hour	N/A	N/A	High	Not Started
7	Gameplay instructions	X Hour	N/A	N/A	High	Not Started
8	Final concept book	X Hour	N/A	N/A	High	Not Started
8	Business plan	X Hour	N/A	N/A	High	Not Started
8	Gameplay footage	X Hour	N/A	N/A	High	Not Started
9	Promotional media	X Hour	N/A	N/A	High	Not Started
9	Merchandising	X Hour	N/A	N/A	High	Not Started
9	Animated 3D models	X Hour	N/A	N/A	High	Not Started
9	3D model & level renders	X Hour	N/A	N/A	High	Not Started
10	UI kit	X Hour	N/A	N/A	High	Not Started
10	User Interface assets	X Hour	N/A	N/A	High	Not Started
10	high-fidelity prototypes	X Hour	N/A	N/A	High	Not Started
10	guidelines & redlines	X Hour	N/A	N/A	High	Not Started
11	Trailer storyboard	X Hour	N/A	N/A	High	Not Started
12	animatics & screenshots	X Hour	N/A	N/A	High	Not Started
12	Update Production Plan	X Hour	N/A	N/A	High	Not Started
12	Final Spec Sheet	X Hour	N/A	N/A	High	Not Started
12	Trailer	X Hour	N/A	N/A	High	Not Started

Below is the table with the deadlines set for every task, sorted by their ID:

ID	Limit Date
1	2020/04/09
1° DELIVERY	2020/04/12
2	2020/04/16
3	2020/04/23
4	2020/04/30
5	2020/05/07
6	2020/05/14
7	2020/05/21
2° DELIVERY	2020/05/26
8	2020/05/28
9	2020/06/04
10	2020/06/11
11	2020/06/18
12	2020/06/25
3° DELIVERY	2020/06/30

## 7. Final Comments

For the present moment, the tasks are decided and distributed approximately between the team members. The team puts the performance of the game as a main priority and will strive to make it as smooth as possible.

The team has a good communication between the members and the work is divided evenly. At the present moment, the prognosis for the final project is positive and the members of the Merakkie Studios dedicate themselves fully to the development of a polished vertical slice.

The team is more motivated each day with the improvement and working that each sub-division can see and appreciate. The atmosphere of the team is creative and communicative. We seek for the great future of this team.



Thank you for reading!