



METANOIA

Metanoia First Sprint

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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.