



METANOIA

Metanoia Second Sprint

Written by Merakkie Team

15th of April

1. Second 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	56 Hours	Dev Team	Yes	High	Completed
Player Camera	½ Hour	Dev Team	Yes	High	Completed
Player Movement	½ Hour	Dev Team	Yes	High	Completed
Basic UI	2 Hours	Dev Team	Yes	High	Completed
Initial Level Design	1 Hours	Dev Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (28 hours per Team Member)

1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	140 Hours	Dev Team	Yes	High	Completed
Characters Sentence	1 Hour	Design Team	Yes	High	Completed
Merchandising	15 Hours	Design Team	Yes	High	Completed
Character Concept Art	3 Hours	Design Team	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. (28 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
Player's shadow AI	X Hour	N/A	N/A	High	Not Started
FIF AI	X Hour	N/A	N/A	High	Not Started
HIF AI	X Hour	N/A	N/A	High	Not Started

1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Hospital Rooms Ready	X Hour	Someone	Yes	High	Not Started
3D Concept Art	X Hour	N/A	N/A	High	Not Started
MoodBoards	X Hour	N/A	N/A	High	Not Started

1.3 Objectives

The objective of the Second Sprint was to finish all the details for the delivery, and start the development of the game.

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.

Besides all the problems that came from outside of the group, both teams continued together and strong.

6.7 Tasks Review

All tasks were completed without any delay, some tasks were done ahead of the planned.