



METANOIA

# Metanoia Third Sprint

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# 1. Third 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	30 Hours	Dev Team	Yes	High	Completed
FIF AI	1 ½ Hour	Gabriel	Yes	High	Completed
HIF AI	1 ½ Hour	Gabriel	Yes	High	Completed
Inventory	3 Hours	Gabriel	Yes	High	Completed
Interaction Player - IF	8 Hours	Gabriel	Yes	High	Completed
Items For Tasks	2 Hours	Gabriel	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (15 hours per Team Member)
- “Interaction Player - IF” considers “HIF Riddles” and “FIF Tasks” from week 4.

### 1.1.2 Metanoia Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
Team Management	105 Hours	Design Team	Yes	High	Completed
Characters Sentence	2 Hour	Joana	Yes	High	Completed
Business Model	16 Hours	Design Team	Yes	High	Completed
User Journeys	16 Hours	Design Team	Yes	High	Completed
UI MoodBoards	1 Hour	Both Teams	Yes	High	Completed
3D Model Environments	32 Hours	Design Team	Yes	High	Completed

- Team management hours were calculated with the project class hours, meetings, and whatsapp interaction during the week. (15 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
HIF Shadow: Fox	X Hour	N/A	N/A	High	Not Started
HIF Shadow: Lion	X Hour	N/A	N/A	High	Not Started
HIF Shadow: Cat	X Hour	N/A	N/A	High	Not Started
FIF Shadow: Cat	X Hour	N/A	N/A	High	Not Started
FIF Shadow: Koala	X Hour	N/A	N/A	High	Not Started
FIF Shadow: Deer	X Hour	N/A	N/A	High	Not Started
Shadows	X Hour	N/A	N/A	High	Not Started

### 1.2.2 Plans For Art&Design

Task	Time Needed	Responsable	Tested?	Priority	Stage
UI Concept Art	X Hour	N/A	N/A	High	Not Started
Hospitals Rooms Ready	X Hour	N/A	N/A	High	Not Started
Item Modeling	X Hour	N/A	N/A	High	Not Started

## 1.3 Objectives

The objective of the Third Sprint was to have a beta of Metanoia set. This objective was mostly complete, with the delay of 2 backlogs, and rush of 6 backlogs from the original plan.

## 1.4 Backlogs

The Task in both Game and the Design backlogs were done with the overcoming of f.

## 1.5 Sprints

The expectations were exceeded with a small amount of work delayed, but a greatly overcoming and future work done.

## 1.6 Analysis

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

## 6.7 Tasks Review

The general structure of AI was delayed but personal problems from one of the members of the group. This hasn't created any impact in the general productivity of the team.