Artifact: Research on Navigation Inside 3D Models for the Second Half of the Project

Reason for Scrapping:
Upon conducting extensive research and thorough deliberation, it became increasingly evident that the initial plan to implement navigation within 3D models presented formidable challenges that outweighed the anticipated benefits for the current project phase.
The envisioned solution necessitated the integration of sophisticated pathfinding algorithms, particularly the A* algorithm, to facilitate seamless navigation within the 3D environment. However, upon deeper exploration, it became apparent that the implementation of such algorithms would require a significant investment of time and resources, with uncertain outcomes.

One of the primary challenges identified was the complexity associated with determining specific floors within the 3D space. While traditional pathfinding algorithms can efficiently navigate two-dimensional spaces, extending this functionality to three-dimensional environments posed additional complexities, particularly in scenarios where multiple floors are involved. Moreover, the intricacies of integrating these algorithms seamlessly with the existing architecture of the project raised concerns regarding compatibility and scalability.
After careful consideration of the technical challenges and the potential impact on project timelines and resources, the project team made a strategic decision to defer the implementation of this feature to a later phase. This decision allows us to maintain focus on core project objectives and allocate resources more effectively to areas where they can deliver the greatest value within the current project scope. By prioritizing essential features and functionalities, we aim to ensure the timely delivery of a robust and user-friendly product that meets the expectations of our stakeholders while laying the groundwork for future enhancements and iterations.