Our team was divided into smaller groups based on our skills and competence tracks. I was first assigned to the UI/UX team, but later, I was moved to the AI/machine vision side. Team members occasionally moved between groups depending on what was needed most at any given time.

We mainly used Microsoft Teams for communication, file sharing, and some of our meetings. Our project manager used Teams for project documentation and other stuff. For messaging and planning meetings, we used WhatsApp. For code, we used GitHub, except I also used it for version control for the whole course.

Working in this kind of environment has helped me understand how real project teams operate. Sometimes, coordination between groups was a challenge, especially when people were busy or certain tasks were heavily dependant on the progress of others.

One big thing I learned about working in a team environment is that team morale has a huge impact on productivity and motivation. When things were going well, our progress picked up noticeably. But when stuff didn’t work, or we hit roadblocks (like the SAM 2 bugs or AI model issues), morale dropped, and it became harder to stay motivated.

I also realized how tough it is to make progress in areas where no one in the team has prior experience. In our case, none of us had much background in AI or dataset preparation, and figuring things out from scratch took much longer than expected. In a project, having at least one person with relevant expertise will probably make a huge difference.