# Week 6 Sprint Goals

My sprint goals have mostly consisted development tasks for of my AR application prototype, but after the personal case study I started improving my approach on projects and management by using tools like trello to manage my project and study tasks. I am happy with the approach I took in creating my boards on trello for both the App Development Synergies module and my AR project. I started populating the boards with tasks and goals that I planned out and felt the impact on time management immediately as I had clear goals now laid out and I knew what to achieve.

I could have included and tracked my research in my trello boards as I found myself finding tutorials that where relevant to Unreal Engine AR Blueprints and not documenting the links and made it hard to return to the tutorial later to review what was done. I need to start creating a tutorial lists and add cards to track tutorials I find relevant to design and development. I will create Tutorial new, viewed and implemented lists that will hold all tutorials viewed. I will also need to comment on the card viewed.

I need to stop taking on too many tasks at once and focus on one thing at a time. I tend to take on multiple tasks at once and jump between them as I get time. This led to time being wasted and running out as bringing myself up to speed with what I did days before took up some time and made me rush things in the end leaving no time for proper testing on physical devices to ensure the feature works as intended. Focusing on completing a single task at a time will help me complete tasks within my time constraints and test new features before release.

Setting up my trello boards have helped me focus on one task at a time that has given me a new direction I want to take my AR app idea in. During development on AR surface detection I discovered a better way of detecting surfaces by following tutorials on youtube provided by dev\_enabled at <https://www.youtube.com/channel/UCL1jcpKRApOp_CkW9LkFRKA> . I implemented the new feature improvements and found I was detecting surfaces more accurately then the default ARHandheld template offered by the Unreal Engine. I have started experimenting with placing grass on the floor as you walk and turned my living room into a forest. All this was done on extra time I had left after completing my task. This is all time that was made by focus and planning.

I need to keep adding cards to lists on trello to continue my development and time management. As soon as I design something, I need to keep adding cards to trello with comments that include references to other relevant lists on the board. This has helped me with time management the past few weeks as I found myself having more time to test features regularly and fix the problem immediately as it arises leaving me with better milestone builds with less bugs and more time for the next milestone to be achieved.

Here are the links to my trello boards and my project I am currently working on.

AR Project Trello link: <https://trello.com/b/Q9PP4m9l/ar-project>

Studies Trello link: <https://trello.com/b/FEewUVEc/app-development-synergies>

Project Link: https://github.com/NicoVDMerweCRJ/ARX-Project.git