

### 3. Trello & retrospective

#### Intro

After finishing the Poster Showcase Day, me and my team decided to create a Trello board for the next five weeks leading up to the Prototype Showcase deadline. The idea was to structure our work properly and plan everything ahead so we could stay on track.

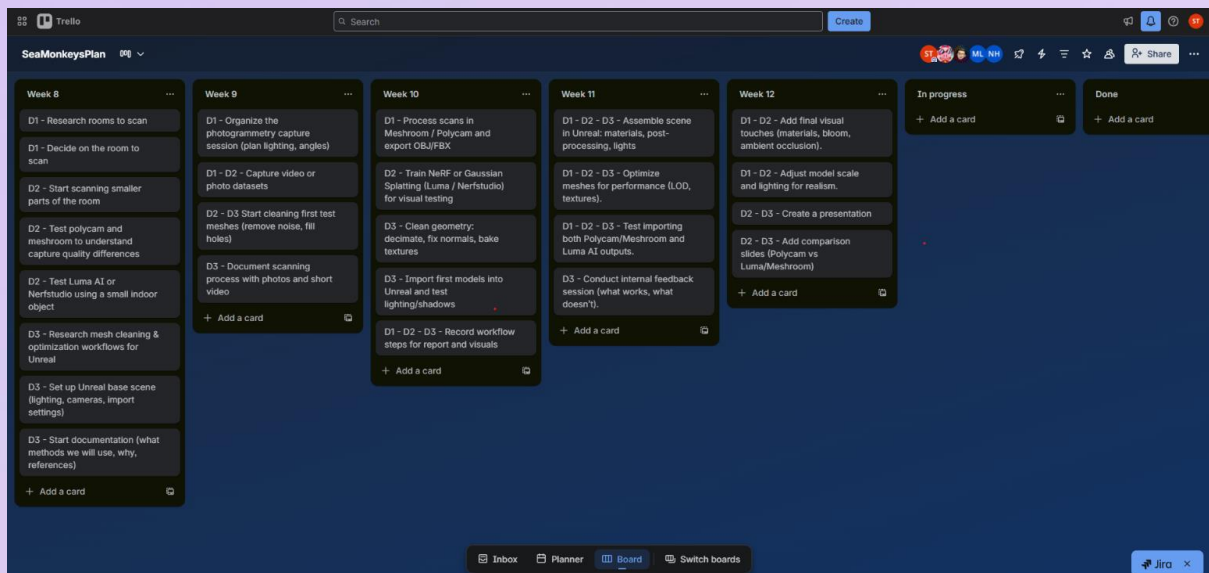
We started by deciding to first narrow down which technologies we were going to use, based on costs, accessibility, and complexity, and then split the entire process into smaller daily tasks.

#### Process and feedback

We began with quick research to figure out which tools we could use for our project. We ended up choosing Polycam and Meshroom for photogrammetry, and Luma AI or Nerf Studio for Gaussian Splatting.

Since our project involves indoor scanning, we realized that Gaussian Splatting might fit better because of its accuracy and smoother results, even though our original plan was to use photogrammetry as the main approach.

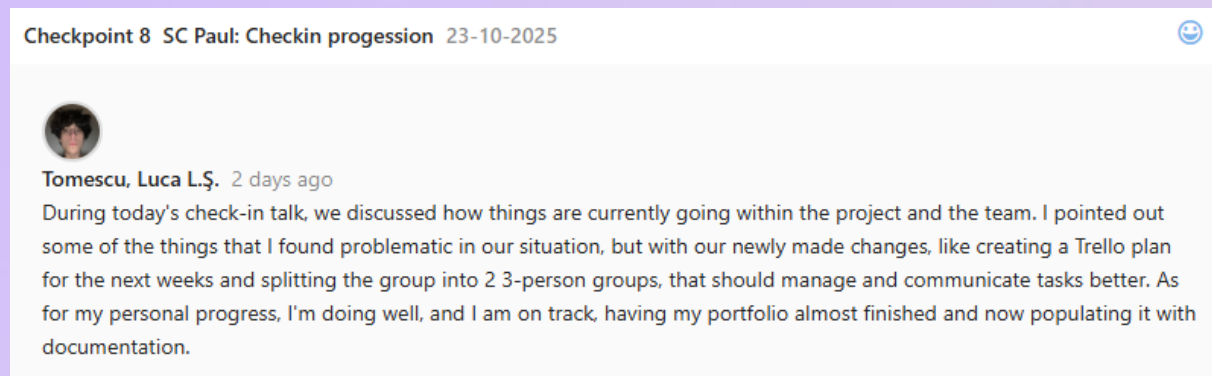
After setting the tools, I started organizing daily tasks spread across the next five weeks to make sure we stayed consistent and efficient. The goal was to reach the Prototype Showcase with a fully Unreal Engine ready indoor scene asset, created within our planned timeframe.



**Link:** <https://trello.com/b/XsgHS5Px/seamonkeysplan>

We also held a retrospective session about the poster creation process to identify what went well and what didn't. Each of us shared our thoughts, and the main takeaway was that we lacked proper task division and planning during the previous phase. That's exactly what we wanted to improve with the Trello setup.

However, the question of how to divide the work remained. In the end, we decided to split the team into two groups of three people randomly generated with both groups working on the same main tasks.



Since our assignment involves scanning a room, we divided the space into two sections, meaning each group would scan half of it. This approach not only improves productivity but also allows us to compare results and see which technologies and methods perform better for our use case.

## Reflection

Doing the retrospective of the poster project really helped me see where I went wrong personally especially when it came to communication. I realized that sometimes I just focus on working and improving the product without clearly communicating my progress or ideas to the rest of the team.

This reflection helped me understand how important it is to keep everyone on the same page, especially in a collaborative project like this.

At the same time, setting up the Trello board made a huge difference in how we organize our workflow. Now we have a clear structure, visible progress,

and shared responsibility for tasks, which helps us stay motivated and more productive.

