

# Groundstation: Design

**Team #25**

**High-Altitude Rocketry Challenge**

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## **Abstract**

The *Groundstation* software will collect telemetry from a rocket while is in flight and graphically display the telemetry in real-time. Groundstation is made up several different components: collection of data, storage of data, interpolation of data, and display of data. This document will examine nine different components of the system. For each of these components, three different technologies will be described and evaluated for use in this component. Finally, a recommendation will be made about which technology should be used.

## I. INTRODUCTION

- 1) Identification of the SSD
- 2) stakeholders
- 3) concerns
- 4) selected viewpoints
- 5) design views
- 6) design overlays
- 7) rationale

Maybe we don't need all of this stuff in the intro? I think some of it is covered below.

## II. CONTEXT

Here's a section for the context design viewpoint. Context covers systems services and users. It has the following subsections:

### A. *Concerns*

Design concerns come from the requirements. So, things like "The users need to visualize the data in real-time" and "We need to get telemetry from the rocket in real-time".

There are four types of elements: entity, relationship, attribute, constraint

### B. *Example entity*

Entities are library, a system, framework, class, etc... It has the following sections

- Type: Framework, library, class, object, etc...
- Purpose: Why does this entity exist?

### C. *Example relationship*

We probably want a lot of these. They describe how entities work together. One might be "We get data from the rocket, and it goes to the processing entity". Another might be "We sent the processed data to the web browser".

### D. *Attribute is a fact*

They usually answer questions, and are sort-of in Q&A format. What language are we using? Answer: we're going to use Node. Like that.

### E. *Constraint*

"There ain't no Internet in the desert" and stuff like that.

### F. *Example name*

### G. *Elements*

This is a list of entities, relationships, attributes, or constraints

### H. *Methods*

### I. *Source*

If we need to cite something, it goes in here.

## III. INTERACTION

Talk about how the system will get data from the serial port and how it will get sent to the web browser.

## IV. ALGORITHM

Stuff about the event-driven architecture maybe.

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