1 Goals for the Past Week

The following is a list of our goals for the past week, as well as descriptions of their completion and/or progress:

1. **Wrap up Opportunity Development stage**
   We obtained approval for our Opportunity Development stage, and will submit final artifact changes today.

2. **Fly RC and autonomous waypoint capture in a test flight**
   We executed a flight test on Tuesday, and learned from our experience the following things:

   - We need more practice launching the plane while flying RC

   - We need to conduct more thorough testing of our Ubiquiti network in outdoor environments

   - We need to familiarize ourselves more with the path planning and groundstation launch interfaces

3. **Register for the competition**
   We completed this step, and are waiting for the registration fee to be sent to AUVSI.

4. **Get the Interop server serving up mock missions**
   The completion of this step will be contingent upon familiarizing ourselves with the path planning and groundstation launch interfaces of last year.

2 Goals for the Coming Week

The following is a list of our goals for the coming week, as well as details about how we plan to accomplish them:

1. **Begin documentation for the Concept Development stage**
   We have a list of artifacts which we want to create over the next three weeks. The biggest concept development challenge will be the UGV, which we want to tackle using a "hackathon" strategy, pitting sub-subteams' ideas against each other and deciding what's most effective.

2. **Patch up the plane and get more practice launching the plane while flying RC**
   Ryan and Tyler will be principally responsible for patching up the plane, and

Kameron and Brandon will be principally responsible for practicing the RC launch process.

3. **Find out what was causing the network connectivity issues at Tuesday's flight test**

4. **Get last year's control and interop schemes up and running in simulation**

   - Be able to launch the entire path planning/groundstation system in simulation, and send waypoints to the plane
   - Get the Interop server serving up mock missions in simulation

5. **Run tests in a wind tunnel to evaluate our airspeed and barometer sensors**

Please send us any feedback with regards to the progress we've made, as well as our plans for the coming week.