**Name of Student**: Brian Sturgis March COHORT

**Name of Project**: Quadcopter Flight Application Version 2.0

**Project's Purpose or Goal**:

This application will launch and direct a drone with a styled User interface. Meant to streamline the user’s interaction with the aircraft for quick use.

**MVP Goals:**

* have a styled and reactive UI .
* Have the ability for a dark mode.
* Take version 1.0 of the application and using git workflow apply another feature to the project correctly with best practices.

**What tools, frameworks, libraries, APIs, modules and/or other resources (whatever is specific to *your* track, and *your* language) will you use to create this MVP? List them all here. Be specific.**

* React
* Node.js and udp4 sockets
* Socket.io
* Next.js
* Html/CSS
* JavaScript

**Stretch Goals:**

* Added functionality for “command lists” to enable user to build a list of commands.
* A second them for the UI design.

**additional tools**

* Anime.Js (possible UI animation solution)
* Adobe PhotoShop (wireframe/layout/CSS guide)
* Adobe XD (prototyping)
* Adobe Premeire Pro (presentation video)
* Adobe AfterEffects (UI animations in svg/ presentation video)

**Is there anything else you would like your instructor to know?**

This project is already at a version 1.0 in its current state and I wish to take it to a version 1.5 to 2.0 with features listed above. My UI is really where I want to put the focus on as I want to be a designer who codes, and I really feel I have not been able to stretch those wings yet. At best, the app now has a low fidelity wire frame, and I would like to take it further. The over arching goal of the project is to build an application with best practices and apply new features using the git workflow as I feel this is good practice for my future.

Link to version 1.0

<https://github.com/BrianSturgis/Quadcopter-flight-application>