# Autonomous Quadrotor Landing on a Moving Platform

Stan Brown & Chris Choi

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## Introduction

Landing a quadrotor on a moving platform.

## Previoius and Related Work

## Methods

## Milestones

1. Identify hardware (camera, extra sensors...)
2. Identify potential algorithmic solutions
3. Implement solutions in softwaree
4. Implement solutions in hardware
5. Calibration of sensors
6. Computer vision ID landing zone
7. Motion Planning to land
8. Perform the above successfully in simulation
9. Perform the above successfully in real life

## Potential Problems

- Gazebo may have poor wind simulations
- Quadrotor ground effects (GP calcuting the error term?)