



European Master Team Project – Kickoff Meeting

Agenda



Project Teams and Timeline



Milestones, Deliverables, Important Dates



Open Questions



Separation into Project Kick-Offs

Project Teams

Xipe-AI

- Fabio Di Frisco
- Markus Herre
- Lennart Fertig

+ 2 students from UBB

Supervisor:
Fabian Wolf
Johann Rink
David Plonsker

Physical Guards – AI based Security for Smart Home

- Jan Herbers
- Ricarda Reiner
- Priscilla Chyvra

+ 2 students from UBB

Supervisor:
Patrick Knab

Intelligent Hospital Logistics

- Arved Schreiber
- Sara Koni
- Paul König

+ 2 students from UBB

Supervisor:
Tim Grams











Risk evaluation-Software for EUDR Compliance in Deforestation Regulation

- Tomas Muca
- Siddharth Pai
- Jusstina Judak

+ 2 students from UBB

Supervisor:
Felix Köhler - Osapiens

Timeline and Milestones

	Feb	March	Apri	May	Jun	Jul	Aug
Kick-Off							
Sprint 1: Mannheim							
Sprint 2: Onboarding of Cluj							
Sprint 3: On-site in Cluj							
Sprints 4-9 Mannheim & Cluj							
Intermediate Presentation							
Sprints 9-13 Mannheim							
Final Presentation							

Important Dates

- **18.02** - Onboarding Cluj Students
- **13.03 - 22.03** - Cluj onsite
- **24.05** - Intermediate Presentation (20 min presentation with 10 min discussion)
 - Attendance in person is mandatory
- **Tbd.** - Mannheim onsite
 - Attendance is mandatory
- **09.08** - Final Presentation (30 min presentation with 10 min discussion)
 - Attendance in person is mandatory

Cluj Onsite 13.03 - 22.03

- We offer **free** accommodation in Cluj city
- Flight + Train to Cluj and back is **paid by the university**
- Attendance is **mandatory**

Onsite week in Germany is in planning, details follow soon!



Hinflug · Mi., 13. März

○ 11:00 · Flughafen München (MUC)

Reisedauer: 1 h 40 Min.

○ 13:40 · Flughafen Cluj (CLJ)

Air Dolomiti · Economy Class · Embraer 195 · EN 8320



Rückflug · Fr., 22. März

○ 14:20 · Flughafen Cluj (CLJ)

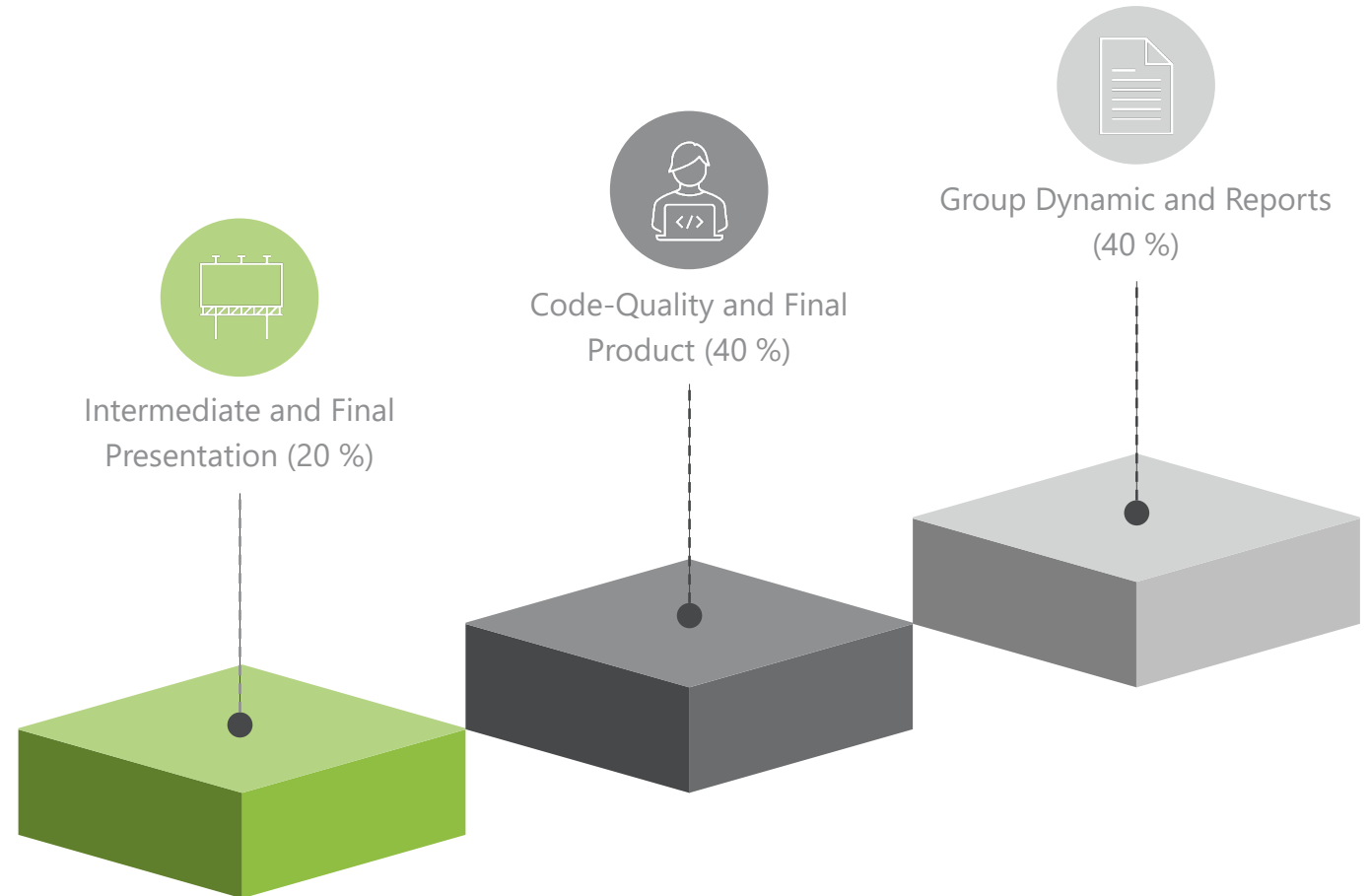
Reisedauer: 1 h 45 Min.

○ 15:05 · Flughafen München (MUC)

Air Dolomiti · Economy Class · Embraer 195 · EN 8321

What we expect from you

- Independent organization with the development of own solutions
- Group dynamic exceeds individual results
- Knowledge transfer and support inside your group
- You are not competing against other groups



Individual Intermediate Report

- Short description of individual contribution in bullet points
- Language: English
- Regularity: at least every 2 months



InES Teamproject: Artificial Intelligence Drone Pilot
PigeonPatrol

4th Individual Intermediate Report

Jannik Brinkmann, Matriculation Number:

The following intermediate report will describe my individual contribution over the first two sprints of the second phase of the Master Team Project (January 25 – February 15, 2021).

Individual Contribution

Sprint 1 (January 25 – February 1, 2021)

- Setup of the team infrastructure, including Trello, Google Drive, GitHub, and Microsoft Teams.
- Research the use of Unreal Engine to specify drone paths manually in a time-efficient and easy-to-use manner.
 - Evaluating different technical approaches, e.g. PythonAPI or AirSim.
 - Getting familiar with the PythonAPI for Unreal Engine including an online course to learn about the potential of Unreal Engine and the integrated APIs.
 - Specification of a workflow to specify drone paths manually.
 - Proving the feasibility of the proposed workflow using the PythonAPI.

Sprint 2 (February 1 – February 15, 2021)

- Implementation of an end-to-end process to manually specify a drone flight path in the Unreal Engine Editor and store the flight path in an internal data structure:
 - Construction of an Unreal Engine checkpoint mesh.
 - Implementation of the reader functionality to receive checkpoint information from the Unreal Engine environment.
 - Implementation of the data structures to store the drone flight path.
- Implementation of an algorithm to visualize a given drone flight path in an Unreal Engine environment by generating the respective checkpoints.
- OpenStreetMap Plugin:
 - Analysis of different Unreal Engine plugins to import OpenStreetMap data.
 - Implementation of a showcase on Unreal Engine 4.26.



Open Questions