

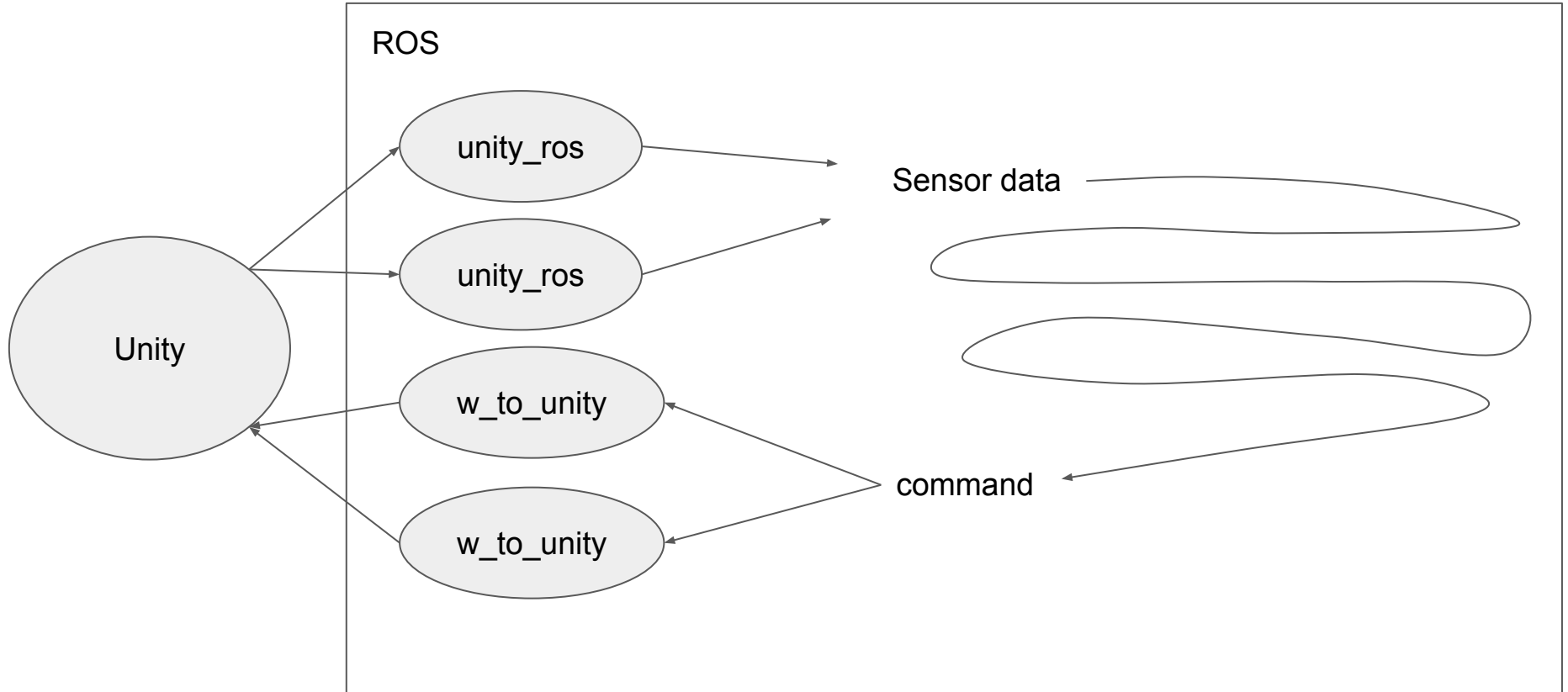
# Autonomous Drone

Group 3

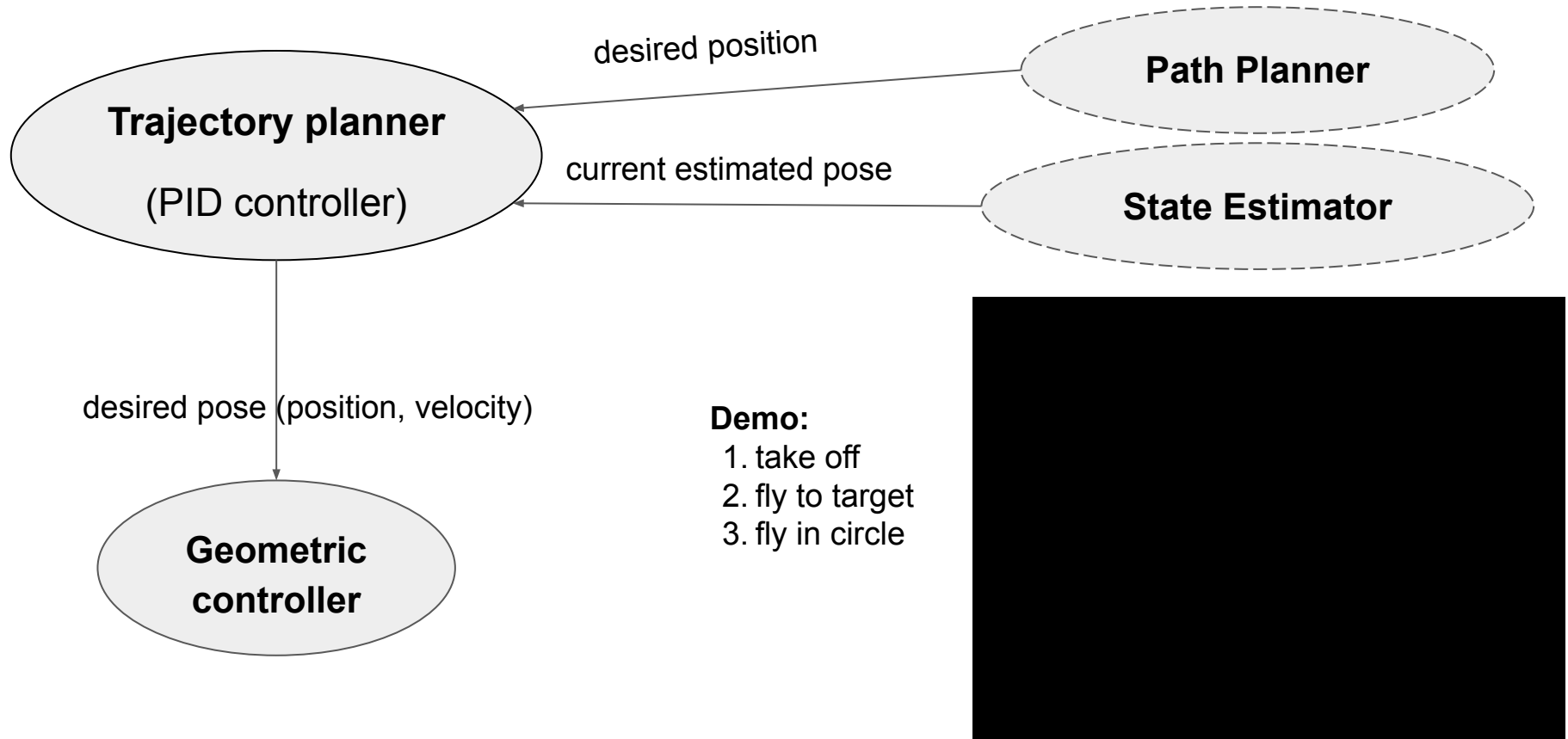
Haoxuan Li, Yinghan Huang, Jingkun Feng, Tao Zhou, Xuhui Li

# Simulation

- Enable send/receive data of the second drone.
- Enable simulating in host machine.

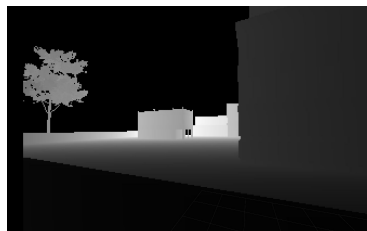


# Controller

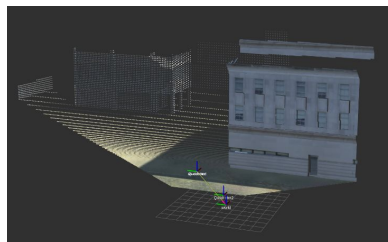


# Map

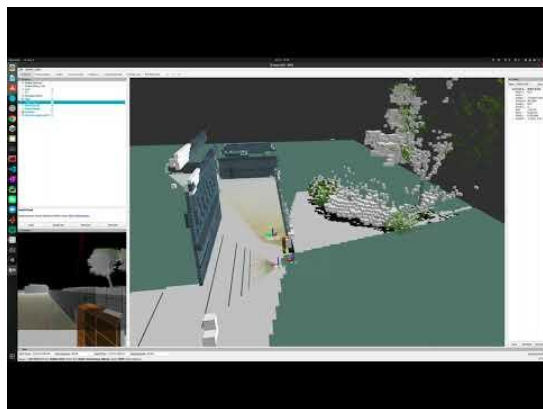
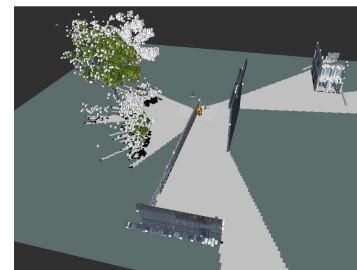
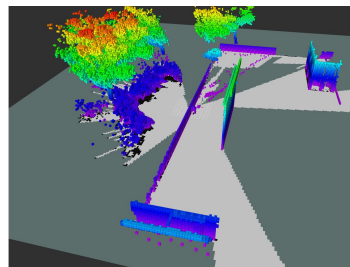
Depth\_camera



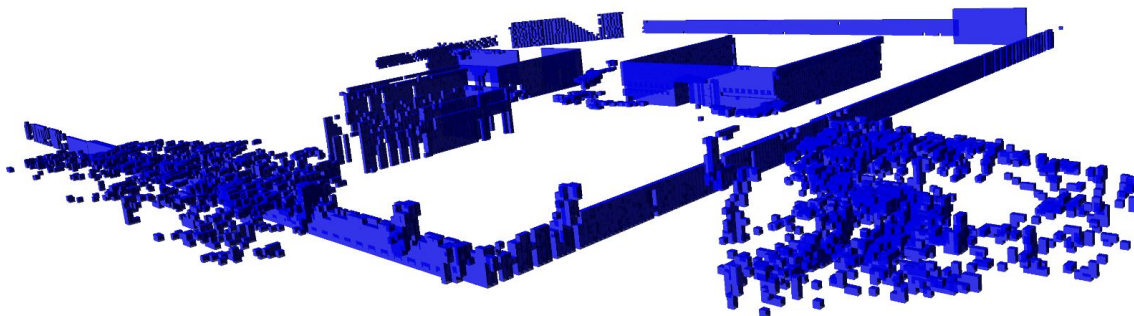
Point\_cloud



Octomap (Z-Axis and Color Rendering)

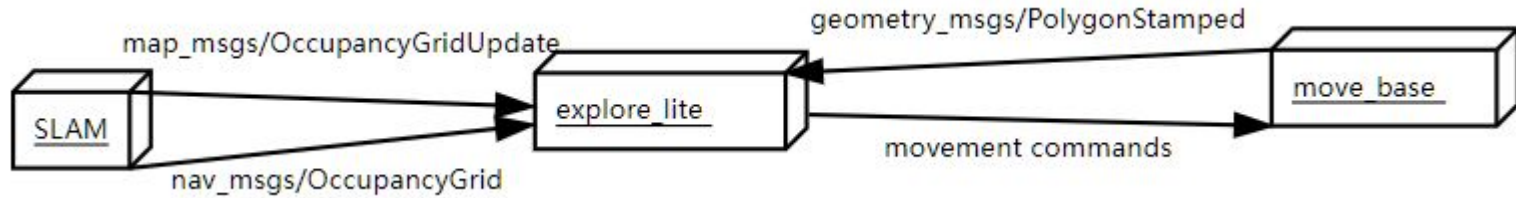


octovis



# Explore

Use `explore_lite` package, which is a simple frontier explore algorithm based on `move_base` and `2d_map`



# Questions

1. The perception area of depth camera is relatively huge, how to cover up the 50\*50 area and fuse data from 2 drones better
2. Is there any way to install unity on a virtual machine on mac?