12/9/21

New changes

Things done:

* Changing of ideas
* Researching of guides
* Changing and updating of BOM (Changing of lidar to stationary but more greater range up to 40m)
* Submission of BOM for approval
* Replacing lidar and camera with a 3d camera
* Researched on various 3d camera models (stero vs lidar)
* Researched on how to work with rgbd channels
* Learning about formatting of the jetson nano
* Tried to use a jetson nano emulator

Current state of project:

* Replaced lidar and camera with a 3d camera
* Waiting for approval for BOM

Problems faced:

* Does not have the jetson nano (waiting for approval)
* 3d camera over-exceeded budget
* The emulator does not seem to work very well

Work to be done:

* Once the BOM is approved and we get hold of the items, start installing the jetson nano image
* Installation of jetpack SDK
* Connect and test out the data feed from the 3d camera
* Implement object detection on stationary human