



In this place the y axis is being ignore and only dealing with the z any xaxis. ~~app~~ Given drone is on the same plane as person the only change need her is to have angle on drone

Possible changes

- \rightarrow angle change
- \rightarrow altitude change
- \rightarrow moving drone right

Possible additional
 \rightarrow rotation of drone
 \rightarrow

Birds eye view

- X axis \rightarrow drone starts at (0,0) and left right movement
- Y axis \rightarrow drone starts at (0,0) and forward-backward movement
- Z axis \rightarrow \uparrow up and down movement