

# Sprint 2 review

PROJECT RAJESH

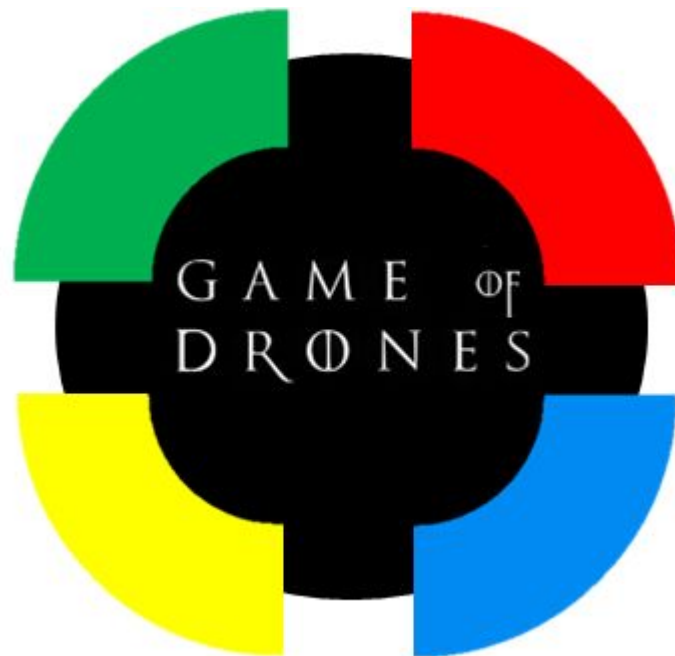
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# Project “Simon”



<https://github.com/Rajesh-Sec-Project/simon>

# Directions/Features

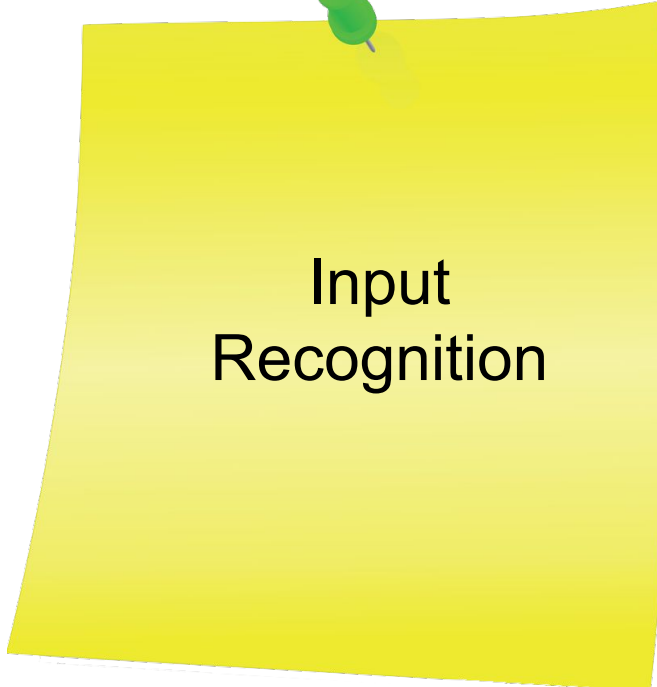

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Embedded  
Drone Control



Game System



Input  
Recognition



Graphical User  
Interface

Wireless  
Communication



User  
Notifications



# Sprint 2's Stories

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Reminder: we wanted to set the technical foundations for the project.

- Control the Drone
- Generate Round
- Error States Management
- Navdata Retrieval
- Image Recognition POC
- Drone Position Control

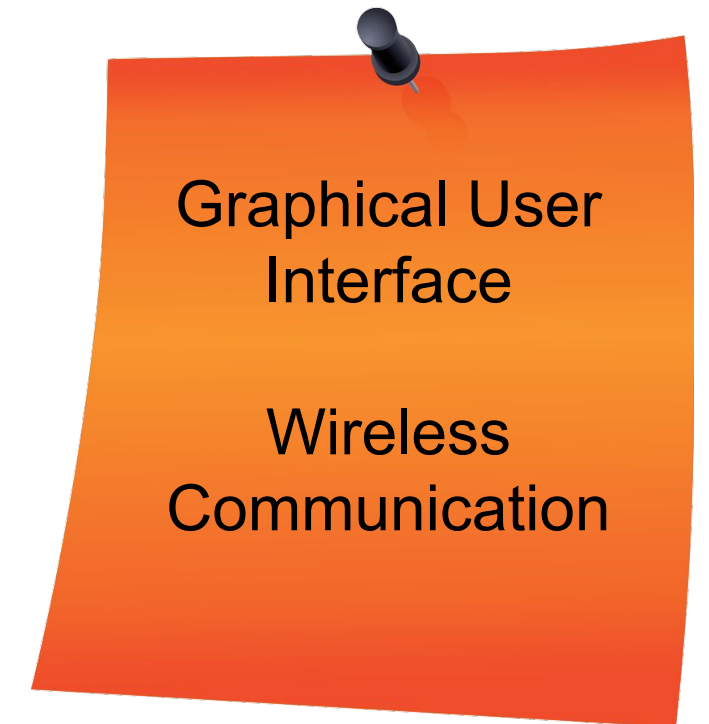


# Control the Drone (2 pts)

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- Launch script
- Drone's state display
- Logging interface

“As a developer,  
I want a control interface  
In order to be able to control the drone and run  
some tests during the development.”



# Generate Rounds (1 pt)

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- Alphabet
- Random Sequence

“As a user  
I want to have some random move sequence  
In order to have an interesting game  
experience.”

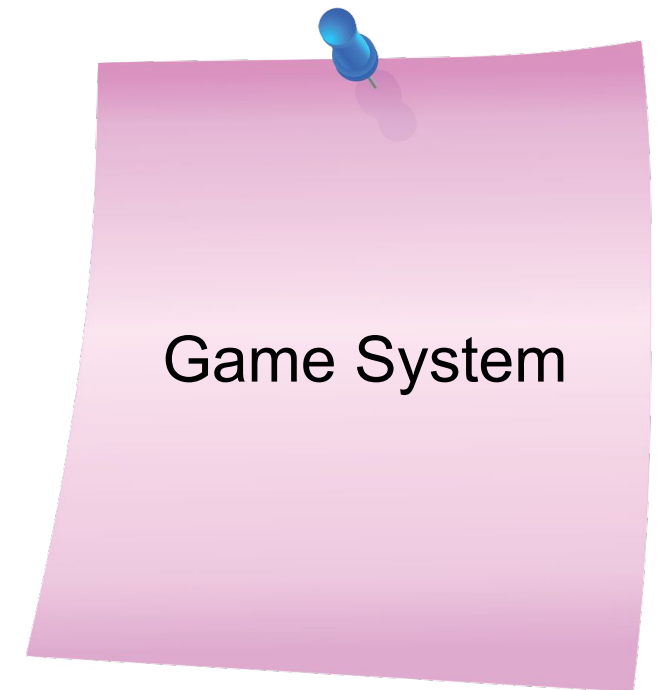


# Error States Management (1 pt)

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- Pattern Recognition

“As a user  
I want to know about the mistakes  
In order to get better at the game.”



# Navdata Retrieval (5 pts)

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- Threads creation problem's solution
- UDP port spoofing
- Initiate the transfer
- Parse the navdata



“As a developer  
I want to be able to retrieve navigation data  
In order to be aware of the drone state.”

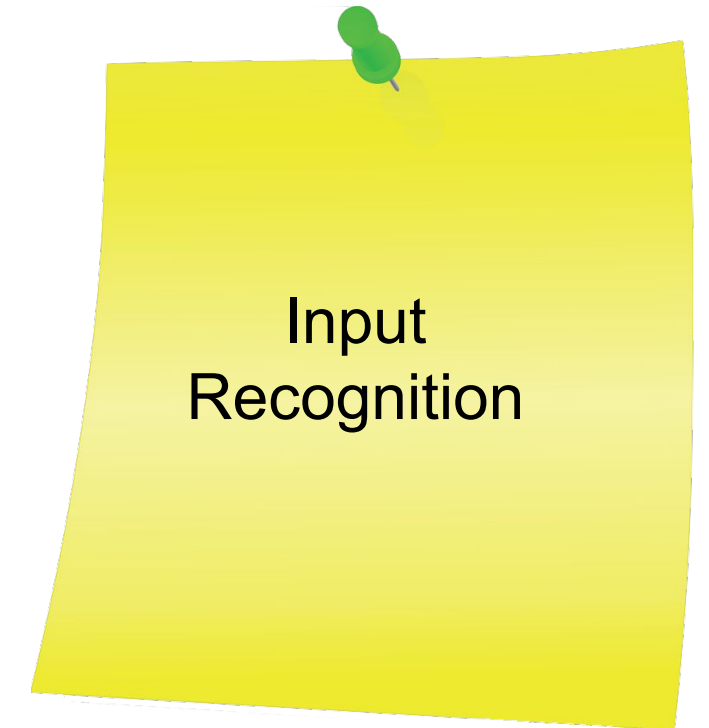


# Image Recognition POC (2 pts)

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- Study of the SDK
- Tag detection


“As a developer  
I want to select the most relevant technology  
In order to implement a real-time image  
recognition system.”



# Drone Position Control (3 pts)

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- Controller type selection
- Controller implementation
- Positional data retrieval
- GUI position control



Embedded  
Drone Control

“As a user

I want to control the drone

In order to bring the drone to a precise position.”





# Sprint 2's review

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- Quality of estimation?
- Tasks dispatch?
- Tasks completion?
- Advancement of the project?



# Planning of Sprint 3

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## Goals:

- Not being ashamed of calling the project a game
- Setting the player at the center of the action

Name	Estimation	Subtasks	Acceptance Tests
Drone position control (sprint 2)	1	1	2
Drone position control integration	1	2	1
Execute rounds	2	2	2
Control the game	2	2	2
Visual target detection	3	3	2
Drone speed control	2	2	1
Manage games	2	2	1
Display scores	1	2	1

14 points in total



