

Game of Drones 1.0

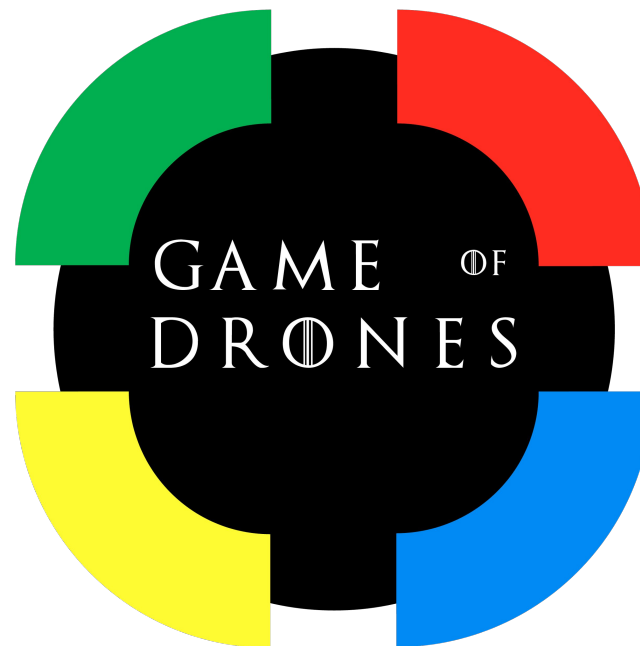
PROJECT RAJESH

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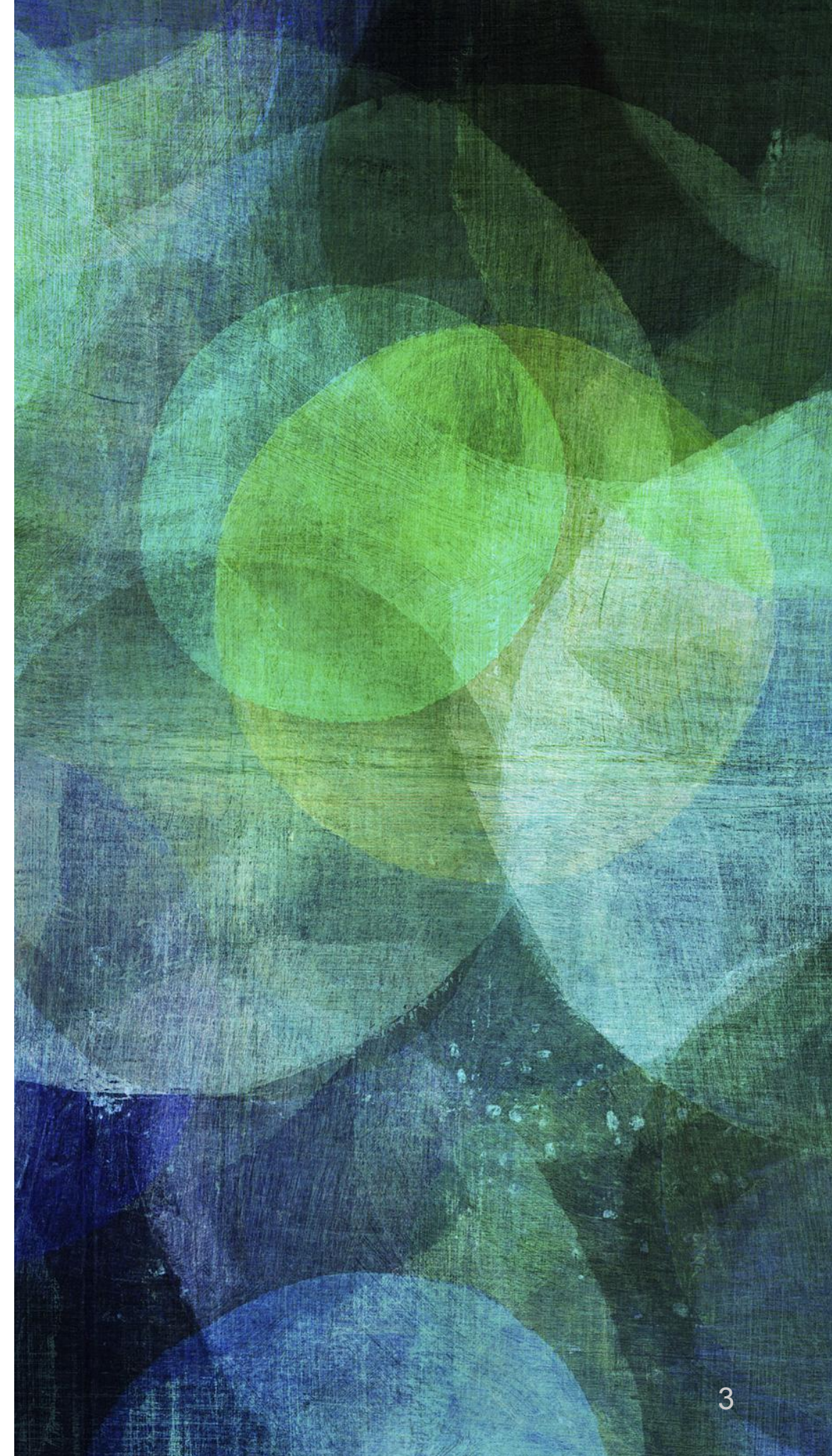
Project “Game of Drones”



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

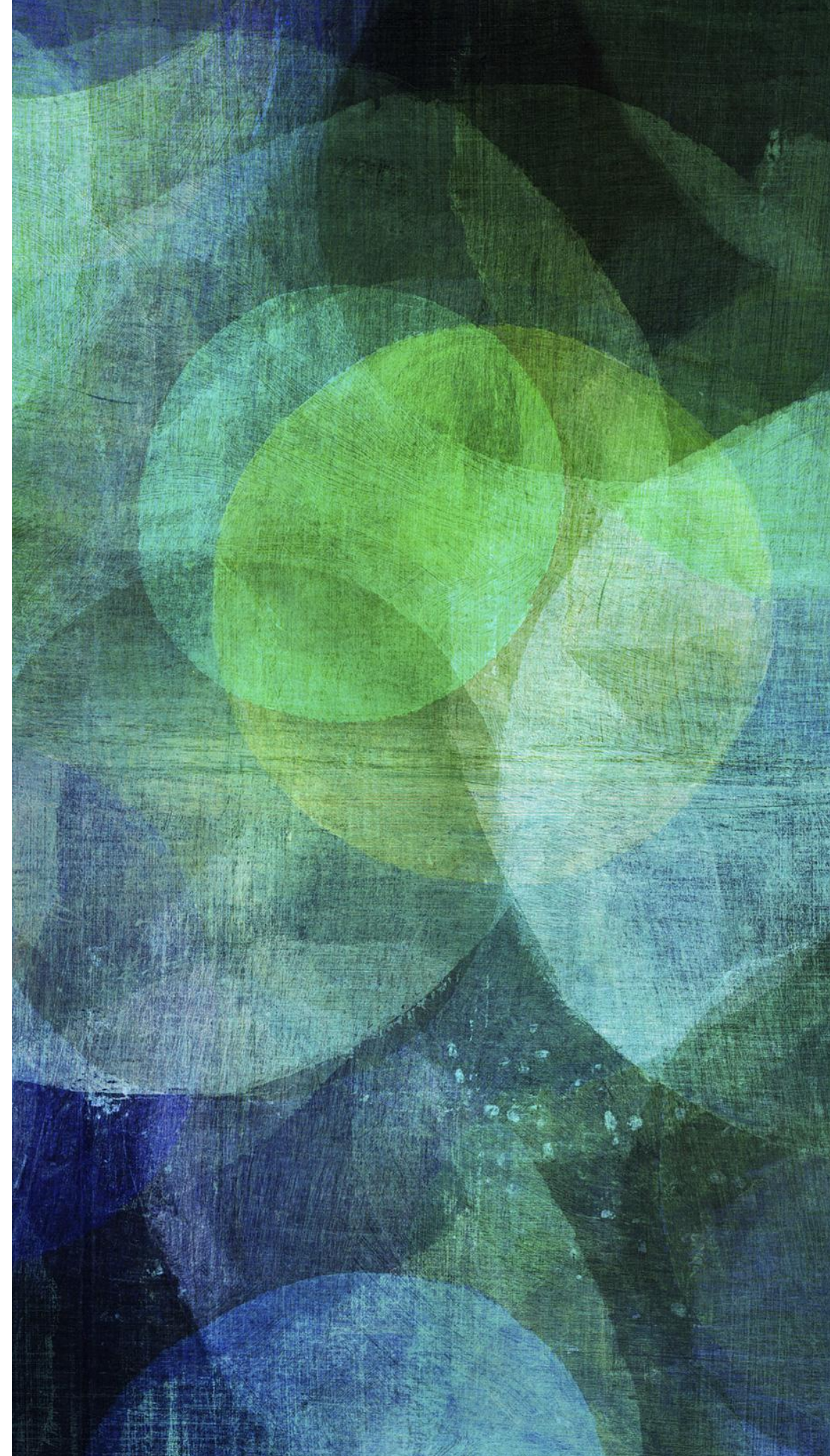
Game rules

- Inspired by Simon and Just Dance - Popular interactive games for all
- The drone executes an ever increasing moves sequence
- The player must:
 - Memorise the moves;
 - Replicate them as quickly as you can!
- When an error is made, the game stops



Objectives

- Fully Embedded System
- Ambiance sounds for a mind-blowing game experience
- Authentic old-school Game Interface
- Cool movement display
- Learn Agile methodology and related tools
- Gain experience with a real-world like project



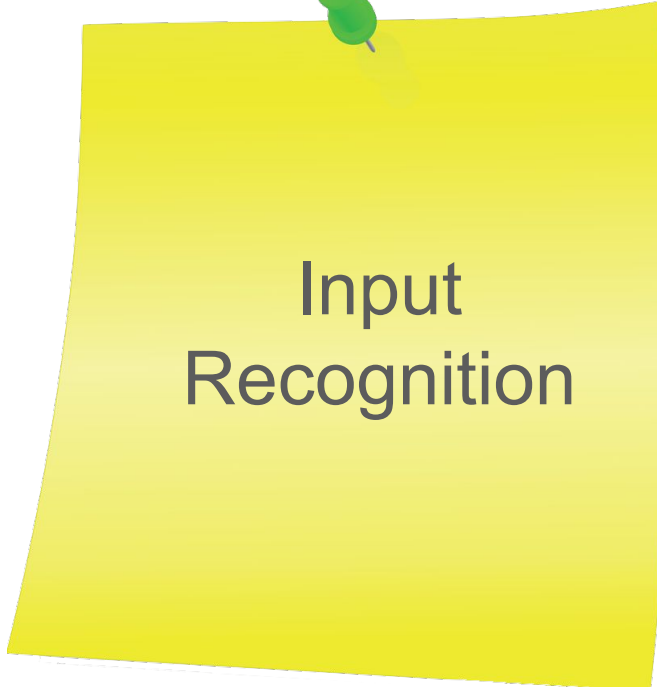

Directions/Features



Embedded
Drone Control



Game
System



Input
Recognition



Graphical User
Interface

Wireless
Communication



User
Notifications

Sprints overview

<div>22 Image recognition... 3 Done</div>	<div>14 (11) Control the drone 2 Done</div>	<div>20 (10) Execute rounds 2 Done</div>	<div>26 Move commands wit... 5 Done</div>	<div>16 Manage sound 3 Done</div>
<div>19 Hello world 1 Done</div>	<div>9 Error states mana... 1 Done</div>	<div>15 Control the game 2 Done</div>	<div>25 Ingame Visual Tar... 2 Done</div>	<div>17 Manage lights 2 Done</div>
<div>1 (19) Drone stabilisati... 2 Done</div>	<div>6 (22) Image recognition... 2 Done</div>	<div>8 Manage games 2 Done</div>	<div>13 Display round inf... 2 Done</div>	<div>27 Graphical User In... 3 Done</div>
<div>18 Basic game input 1 Done</div>	<div>23 Navdata retrieval 5 Done</div>	<div>12 Display score 1 Done</div>	<div>7 Manage scores 2 Done</div>	<div>28 Overall integrati... 3 Done</div>
<div>11 (19) Communicate w/ th... 3 Done</div>	<div>10 Generate rounds 1 Done</div>	<div>24 Drone position co... 1 Done</div>	<div>2 Drone speed contr... 3 Done</div>	
<div>21 (19) Developer Workspa... 2 Done</div>		<div>5 Visual target det... 3 Done</div>	<div>3 Drone position co... 2 Done</div>	

Sprints overview

Sprint 0

- Project planning
- Tools and methods

Sprint 1

- Wireless communication
- Debug GUI and basic game systems

Sprint 2

- Image recognition
- Control
- Navigation Data

Sprint 3

- Visual target detection
- Sketched game interface
- Full game system

Sprint 4

- Game system improvement
- Final game interface
- Light notifications

Sprint 5

- Overall Integration
- Sound FX and music

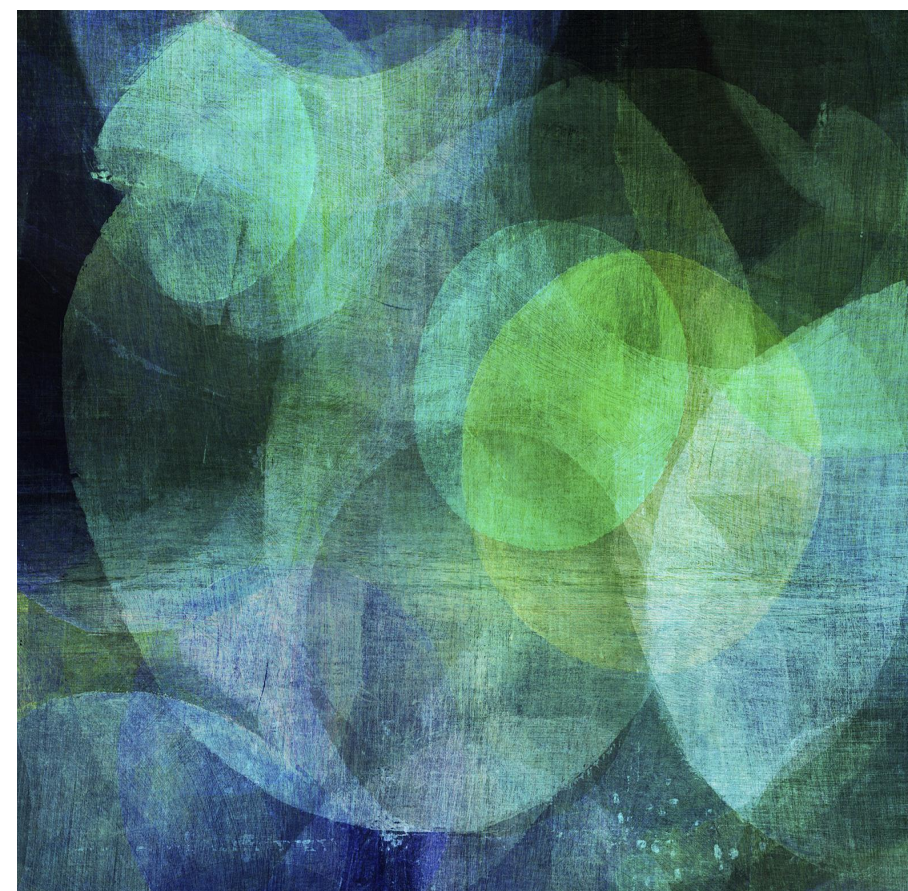
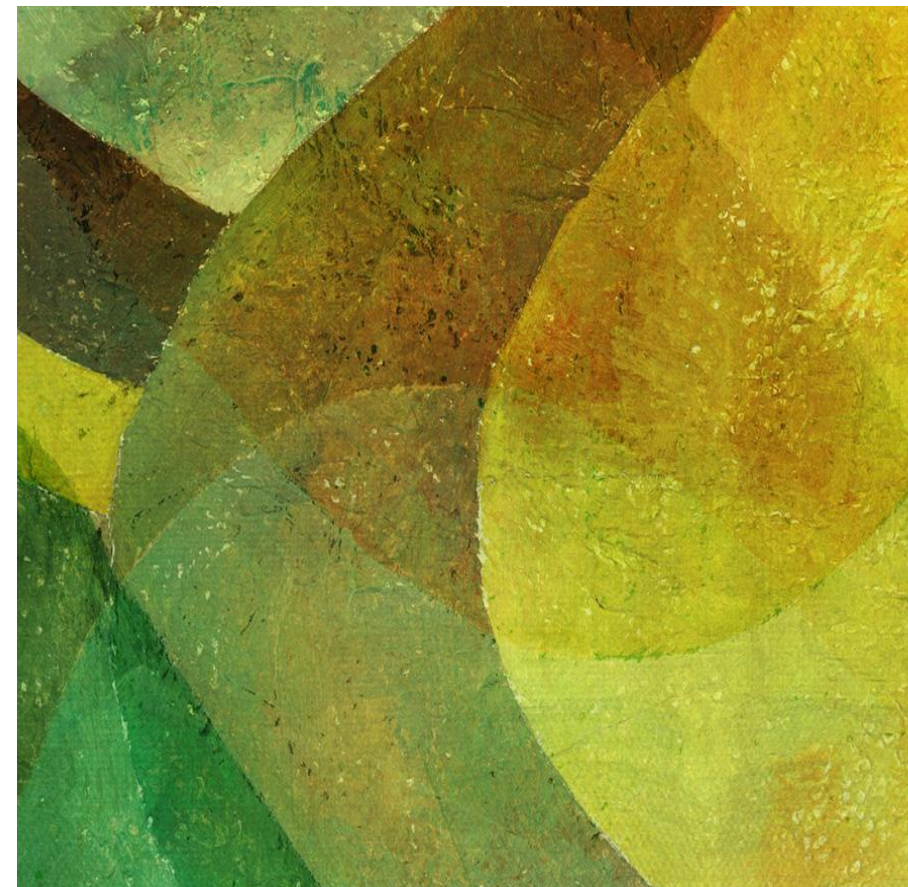


Global review?

- Quality of estimation?
- Tasks dispatching?
- Tasks completion?
- Project perception
 - Positive points?
 - Negative?



Demo time



Possible evolutions

- Multiple game modes
- Flying drone
- Better detection device
- Multiplayers game
- ...

