**HoverGames First Flyers checklist and General Documentation template**

**----------------------------------------Your input starts here-----------------------------------------**

**Task 1) General documentation template:**

Please fill out this template and post your submission into your [self-created subdirectory (e.g. *Team Harry Hoverpig*).](https://teams.microsoft.com/_#/files/Submissions%20First%20Flyers?threadId=19%3A657e4786ed1c4e2692cafe01b6d6226f%40thread.skype&ctx=channel) Please feel free to re-use content from your application on Hackster where applicable.

1. **Please name every participant. Please mark those who are not NXP. Optionally note the roles of each of the participants.**

*Soheil Bahrami (NXP engineer): Digital Hardware Architect*

*Mahmoud Sherrah (NXP engineer): Software Engineer*

1. **Project title:**

*FlyingScotDrone*

1. **Please give a one-sentence elevator pitch on your project**  
   *A robust quadcopter drone with AI capabilities built to assist fire brigade members in identifying potential victims of fire breakouts in residential and commercial buildings.*
2. **State Bill of material. Highlight any interesting use of additional components**  
   *All components are listed in our project description document found on our GitHub repository.*
3. **Please introduce your full story: How does your drone help fight fires?**  
   Highlight any interesting use of additional software or hardware. Note a detailed project enabling one thing is just as valuable as a larger generic project. Wrap a story around it.

*The project story revolves around AI-enabled real-time information gathering and transmission to assist fire brigade members during fire outbreaks in residential and commercial buildings. The full story is detailed in the project description document available on our GitHub repository.*

1. **If available, please provide any schematics. Also share CAD files if created into your submission folder on teams.**  
   *All schematics are available on our GitHub repository and included in our project description document.*
2. **Please share a link to your bitbucket repository**  
   <https://github.com/Sherrah/HoverGames2019>

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