

Three Headed Lizards

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3 Headed lizards

Overview

Used

Challenges

Demo

Overview Of Project

Our project is drone detection game involving April tags and maneuvering to find the tags. this project was developed using agile methodology.

Some Features Include:

- April Tag detection

- Uploading the information to a user on the website

- Website Front End

- User sessions, with personalized page

- Ability to log out and log into other users

- High Score Display to play with friends

- Mobile App Design

- Database Implementation

And Drone Flying!



Expected Tools

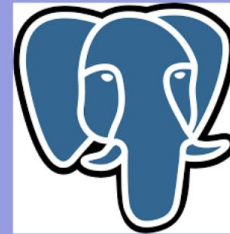
- Slack (5/5)
Our group used slack for our communication and it did the job for us.
- GitHub (4/5)
GitHub was our code repository since we were most familiar with it.
- Heroku (3/5)
We used Heroku to host our web pages online.
- RaspberryPi (3/5)
We used a RaspberryPi as our camera in the game.
- Drone (5/5)
We used DJI Mavic Air as our drone to test the game.
- Postgress SQL(5/5)
We used postgress for our database

Testing Tool

Pictures



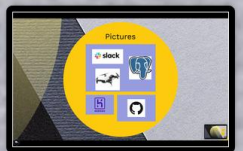
Pictures



HEROKU



Testing Tool



Challenges

- Changing from AWS to Heroku
- Formatting HTML
- Outdoor Flying Restrictions
- Hardware challenges



Project Demo

Mobile Design - how our app would have look and functioned on the mobile end

<https://the-game-three.herokuapp.com/> - the actual website that gets information from the drone

April Tag detection on laptop and website

RaspberryPi - April Tag pinging

Flying the Drone!!!!

