

3D_rone App Simplified HTA

Upper level views:

Upload View (stretch goal)

- * New building space view
- * New flight path view
- * New inspection point set

Analyze View

Display/Path Visualizer Widget

- * Display Building Space
- * Display Path(s)
- * Display Inspection Point(s)

Highlight Paths Widget

- * Highlight Path

Flight Animation Widget (stretch goal)

- * Play
- * Pause
- * Drag timeline slider

Scene Orientation

- * Translate building space (stretch goal)
- * Adjust X, Y, Z POV
- * Adjust Pitch Yaw, Roll POV
- * Fix to Top, Bottom, Side POV
- * Reset

Lower level views:

New building space view

- * File Upload
- * Set Name
- * Cancel

New flight path view

- * File Upload
- * Set Name
- * Cancel

New inspection point set

- * File Upload
- * Set Name
- * Cancel

Lecture: <https://cs4760.csl.mtu.edu/2022/lectures/task-analysis/>