Design Diagrams
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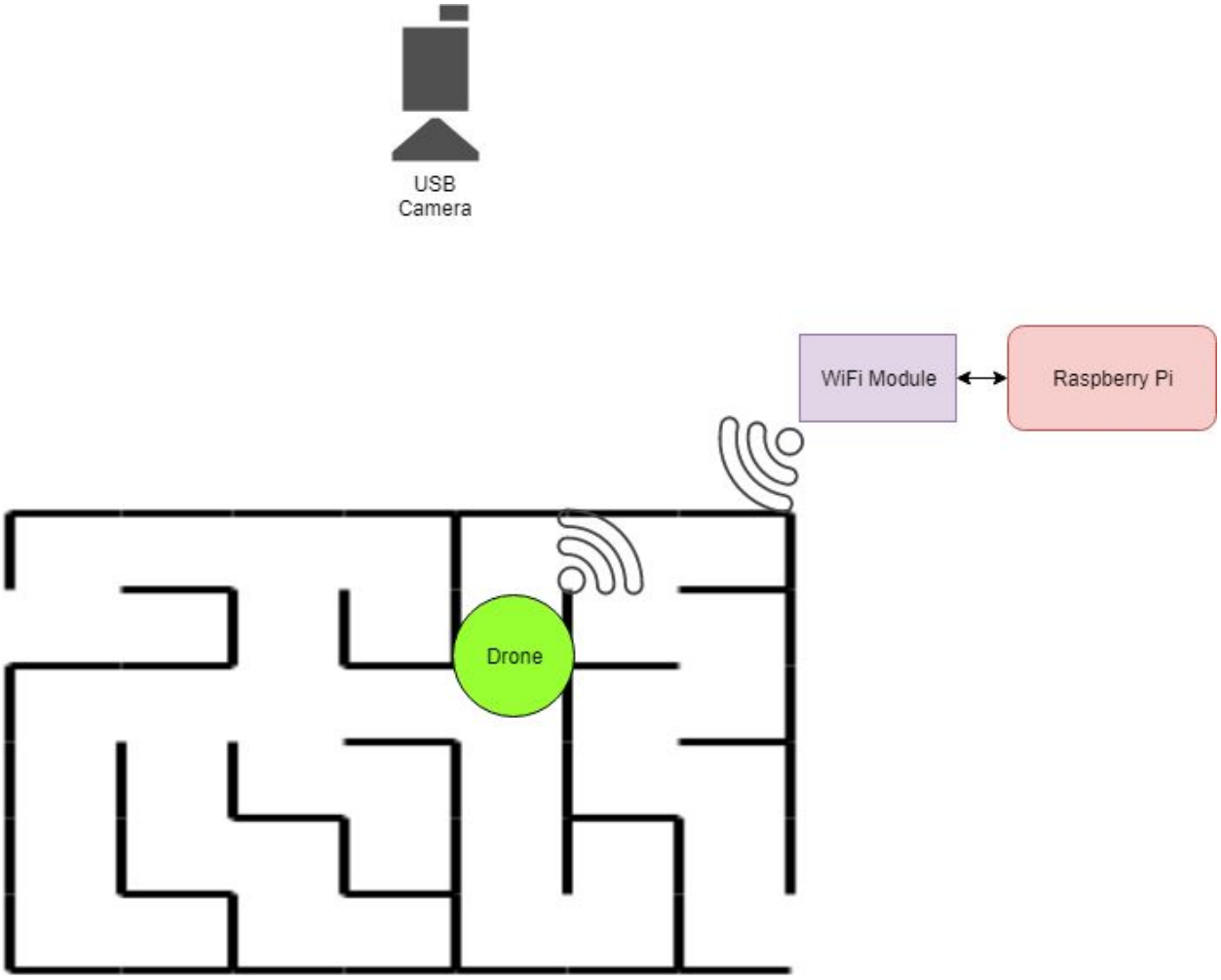
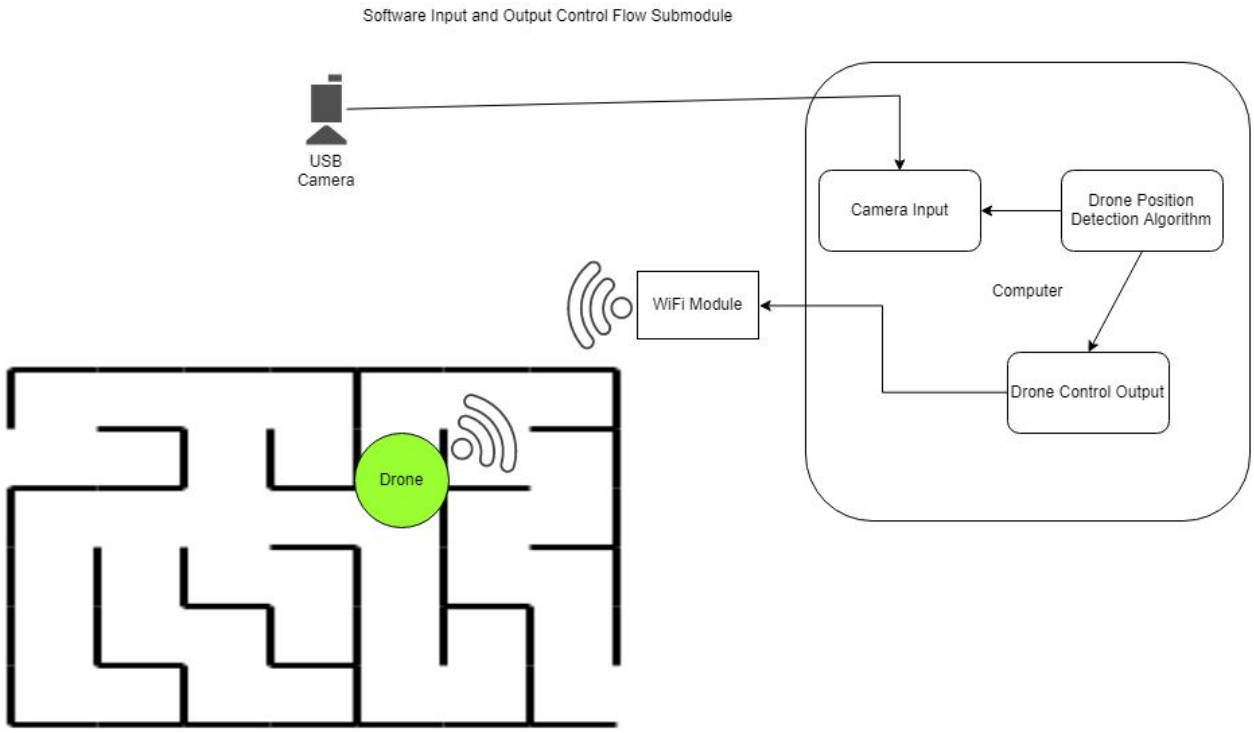
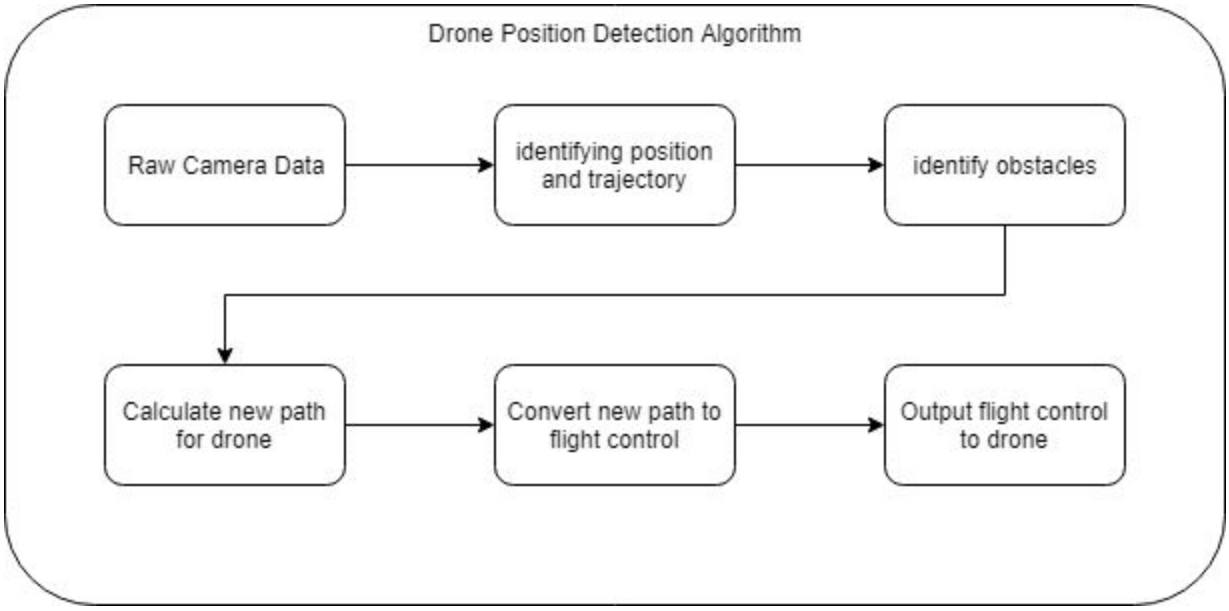


D0. This diagram shows the overall structure of the project. We will use a USB camera that will send video input of a drone and its surrounding maze. The computer will then process the video input to determine the appropriate flight controls to apply to the drone. The drone's goal is to successfully navigate the maze without crashing.



D1. This diagram details out the structure of the software to run on the computer.



D2. This diagram details out the algorithm that we will use to process video input to use to determine flight controls for the drone. The algorithm will determine the drone's current position and its trajectory, then identify obstacles. This information will allow us to calculate a new flight path for the drone. Then the algorithm will output appropriate flight controls to successfully navigate the drone autonomously.