University of North Dakota Advanced Rocketry Club

Software Development Team

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For the last semester, the Software Development team has been developing computer chip programming skills and researching hardware options. Considering all the possible systems available, we are overall on target for beginning to program actual rocket systems and simulations for testing purposes.

Before the Phase 2 Report deadline, we plan to have selected hardware options for all parts of the rocket. This includes systems such as GN&C, propulsion management, flight control, and more. We will also have a hard breakdown of tasks for each system to manage if not already be programming them. The biggest challenge for us is that the team is mainly programmers, not rocket scientists, and we must learn how to program for a rocket.