

SPARR<sup>+</sup>OW

SGM 5/24



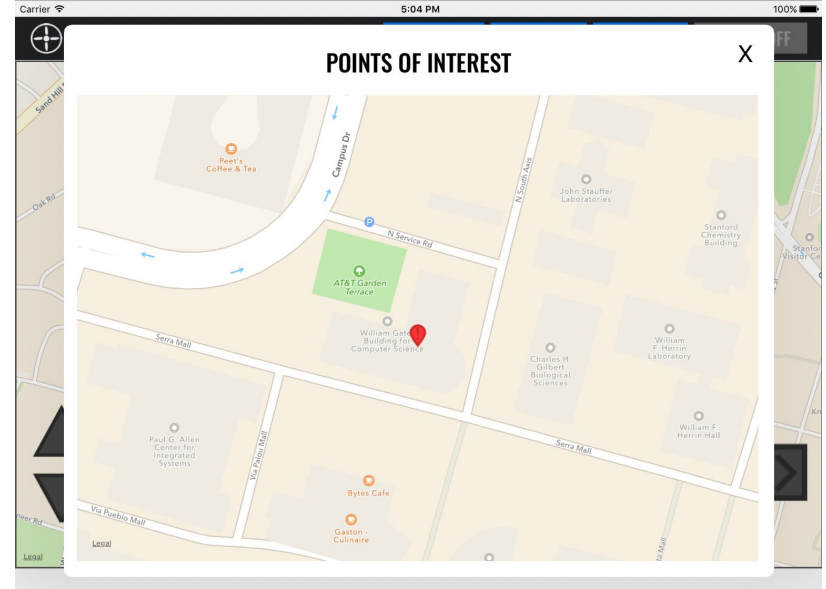
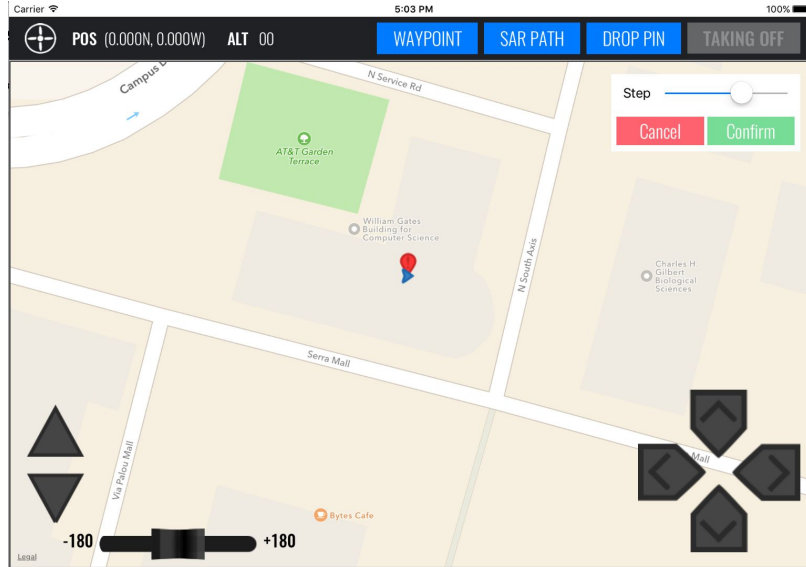
# Application Updates

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- Additional user control for predefined SAR paths
  - Manipulate radius of search area
  - Preview path before launch
- Improving robustness of app
  - More error checks and status checks that prevent users from perform certain actions based on drone status
- Adding affordances that inform correct user operation
  - Instructional overlay when drone is not in flight



# Screenshots





# Software Fair Demo Plan

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**Video:** Beginning to film footage of our drone performing SAR tasks; will compile a video showing side by sides of drone in flight as well as UI views

**Live demo:** Users will be able to interact with the iOS client manipulating a vehicle attached to the drone simulator; user experience/feedback will be the same as if flying a real drone minus the video feed

**System Overview animation/graphic:** create a more visual representation of how various components in the system interact, communication channels, etc.



# Drone Updates

- Debugging our modified firmware with the Tango in the loop, have had some non-deterministic behavior (e.g., not getting “GPS” on start-up.)
- Running indoor tests →
- Slow development cycle, because firmware has to be recompiled and reloaded onto the drone each time -- any suggestions?





# QUESTIONS

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