Paintball Environment Tactical Engagement Recon System
BCC-4

Objective

Develop a system to enhance situational awareness in the game of paintball. This system will utilize a Heads-Up Display (HUD) connected to various sensors to present useful information to the user. The sensor information will be recorded and processed through a Raspberry Pi.

Team player locations will be displayed on a map of the field via the HUD. Locations will be updated at regular intervals. Sensor information will be used to approximate low air pressure and low paint levels for the user.

Paintball marker with pressure sensor

Recon Snow2 HUD

Approach:

Modify existing HUD to display required information by:

1. Obtain necessary data from paintball marker.
2. Process and network data via Raspberry Pi
3. Develop android app for HUD
4. Display necessary information on app

Key Milestones

- Requirements, design   09/15
- All necessary components ordered   10/15
- Pressure Data recorded   10/15
- Backbone network code written   11/15
- Developed first android app   11/15