



Licenciatura em Engenharia Informática e Multimédia
2019/20

Project
USV-enautica vessel control mobile application

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Guiding:
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Model - Description

Summary of Objectives

The projects consists in the development of an android application capable of controlling a boat remotely and that's able to display the telemetry data from it.

Clients

ENIDH.

Principal Functions

This app should:

- process and display the communication system's data received
- control the connected boat remotely
- display a map with the boat's current location and its traveled route

Model - Related Work

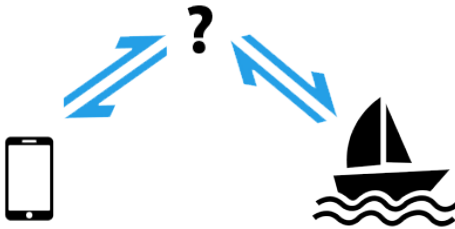
Related Work

- This app is integrated in ENIDH's Sea2Future project.
- A desktop version of our app has already been developed in the past.

Advantages

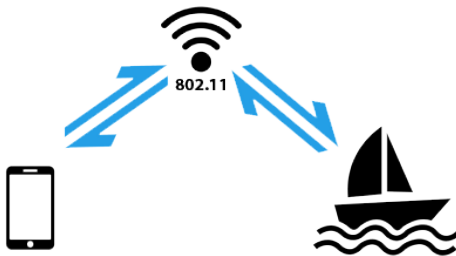
- Easier portability.
- Easier access to the app.
- No need of extra input devices.

Model - Problem



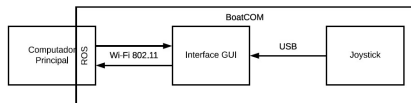
Communication problem

Model - Solution

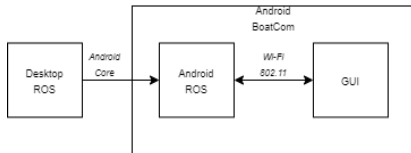


Communication solution

Model - Original model vs Proposed model

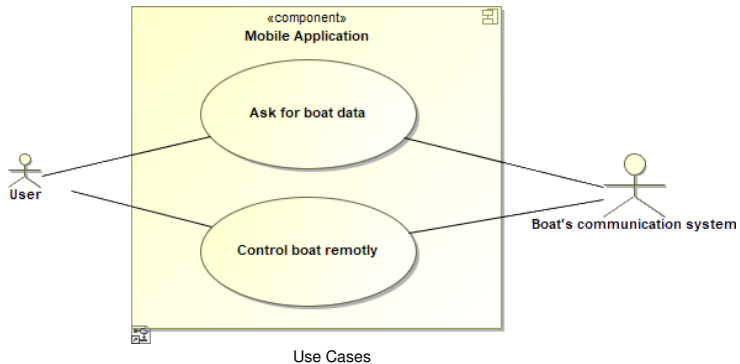


Original Architecture



Proposed Architecture

Model - Use Cases



Implementation - GUI



Gauge



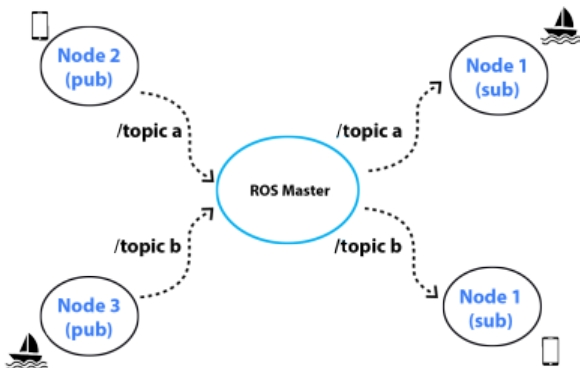
MapView



JoystickView

GUI main libraries

Implementation - ROS



Android - Boat communication with ROS

Conclusion

What is done

- Basic GUI version
- Android - ROS Communication

To do

- Boat Simulator with ROS
- ROS nodes subscription and post
- GUI Final Version

Tasks Schedule

