Software Requirements Specification
LiDart

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Contents

Revision History

Date	Version	Authors	Notes
05\Oct\2022	1.0	Michaela Schnull Jonathan Casella Kareem Elmokattaf Neeraj Ahluwalia	Initial Release

1 Reference Material

This section records information for easy reference.

1.1 Abbreviations and Acronyms

Symbol	Description
A	Assumption
CMM	Coordinate Measuring Machine
FSM	Finite State Machine
GS	Goal Statement
GUI	Graphical User Interface
LiDAR	Light Imaging, Detection, and Ranging
LC	Likely Change
NFR	Nonfunctional Requirement
R	Requirement
RAM	Random Access Memory
SRS	System Requirements Specification
VR	Virtual Reality

1.2 Terminology and Definitions

This subsection provides a list of terms that are used in the subsequent sections and their meaning, with the purpose of reducing ambiguity and making it easier to correctly understand the requirements.

Term	Definition
Landmark	Features of an image that are easily detectable and uniquely distinguishable
State Estimation	The process of estimating the state of the robot and its environments
Localized	The state of the robot when it has confidently estimated its state
Point Cloud	A common format for 3D scans, represented as a set of positions
Pose	A term for the position and orientation of an object

2   Introduction

Businesses and individuals are increasingly using 3D scanning technologies to collect 3D data for modeling and analysis. The 3D scanning market is rapidly growing, with a wide range of applications such as virtual reality, rapid prototyping, reverse-engineering, and inspection technologies. Many current scanning technologies require that objects are brought to specialized scanning facilities, where fixed devices such as CMM machines and robotic arms are installed. Hand-held scanning devices are also available, however these technologies are expensive and may require specialized knowledge. The cost and domain specific knowledge required are barriers to many users. There are limited solutions available for portable, remotely operated, and inexpensive 3D scanning solutions.

This document defines the scope of the LiDart project, specifies the scanning system, and defines requirements. The purpose of the SRS is discussed in detail in Section 2.2. Section 2.3 describes key project deliverables, as well as exclusions that are outside the scope of work.

2.1   Problem Description

LiDart aims to build a low cost, simple to use, WiFi connected 3D scanning robot. Readily available, low cost LiDAR sensors and consumer grade webcams will be used alongside inexpensive location markers. The user will interface with the robot through GUI that will allow them to remotely drive the robot and perform 3D scans.

2.2   Purpose of Document

The purpose of this document is to provide specifications and requirements for the LiDart 3D scanning system. This document describes functional and non-functional requirements, undesired event handling, and start-up behavior. The behaviour of the system is modeled through functional decomposition diagrams. The requirements defined in this document will drive design decisions and will be referenced throughout the design phase. They will be a direct input to the verification and validation plan.

2.3   Scope of Requirements

LiDart aims to design and build a low cost 3D scanning robot, paired with a GUI that displays a model of the scanned data. The robot is expected to operate indoors on flat surfaces in a controlled environment. A robot that is capable of operating outdoors or on rough terrain is not in the scope of this project. The GUI will allow the user to remotely drive the robot, initiate 3D scans, and download the final stitched 3D scan. However, tools for analyzing and modifying 3D scans generated by the system will not be implemented. Software considerations such as licensing, user authentication, security, and data storage are also not within the scope of this project.

2.4   Stakeholders

Stakeholders in the project include all parties that would benefit from low cost, easily accessable 3D scanning. Examples of groups that fit this criteria include small visual effects studios, independent mechanical designers, and manufacturing firms.

2.5   Organization of Document

The rest of this document provides detailed specifications and requirements for the LiDart 3D scanning system. The document is organized as follows:

Section 3: General System Description
> A general overview of the system is provided using a system context diagram. The interactions between the system, the environment, and its users are identified.

Section 4: Specific System Description
> The problem description and project goals are given, followed by system specifications including assumptions, theories, definitions, and instance models.

Section 5: Requirements
> This section defines the functional and non-functional requirements of the system.

Section 6: Likely Changes
> This section describes changes to system components that are likely to occur as a result of new features or changes in scope.

Section 7: Unlikely Changes
> This section describes the system requirements that are not likely to change.

Section 8: Development Plan
> A plan outlining the steps that will be taken to create the LiDart system is given.

Section 9: Values of Auxiliary Constants
> This section provides values for symbolic parameters used in this document.

3   General System Description

This section provides general information about the system. It identifies the interfaces between the system and its environment, describes the user characteristics and lists the system constraints.

3.1 System Context

Figure 1 is a system context diagram of the LiDart 3D scanning system.
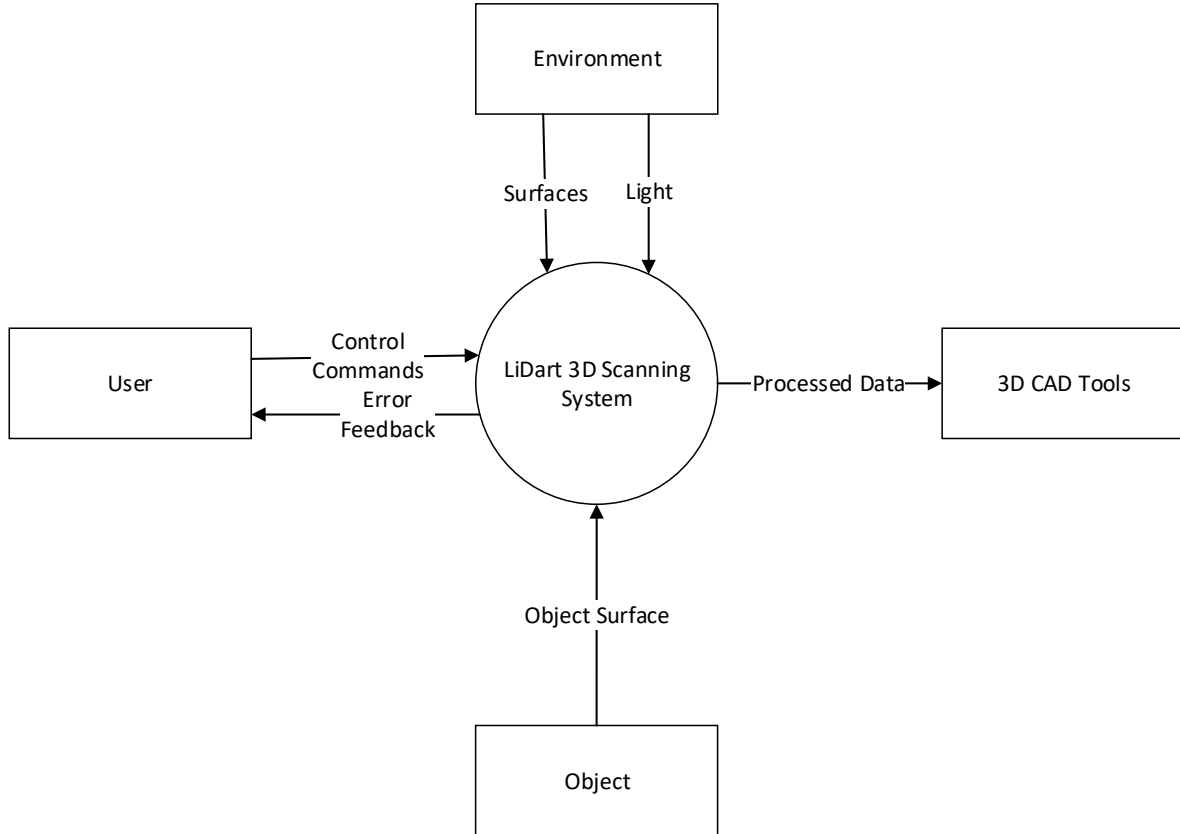
Figure 1: System Context Diagram

- User:
    - The user remotely controls the robot by sending commands to the robot through a graphical user interface (GUI). It is the user's responsibility to instruct the robot to move and scan the desired object.

- Environment:
    - Information extracted from the surrounding environment is an input to the scanning system.

- Object:
    - The desired object that is being scanned is an input to the system.

- 3D Scan Tools:

  - External 3D scan tools are able to import stitched point cloud data that is outputted by the LiDart system. Further analysis and modification of 3D data can be carried out using third party applications.

- LiDart 3D Scanning System:

  - The system will provide the user with alerts about errors that occur during operation.
  - The system is responsible for executing commands provided by the operator.
  - The system will respond to commands provided by the user.
  - The system outputs stitched point cloud data that is supported by third party 3D modeling tools.

3.2 User Characteristics

The LiDart 3D scanning system does not require any domain specific knowledge. Individuals and business using the system are expected to have the following prior knowledge:

- An understanding of how to install applications on personal computers

- Basic computer skills, such as how to navigate through application menus

3.3 Constraints

The following constraints are imposed on the LiDart system:

C1: The total cost of the system must be less than \$750.

C2: The project must be completed by April 2022.

4 Specific System Description

The solution that LiDart proposes to the specified problem is a two wheeled mobile robot that can be remotely driven to take 3D scans of its environment. The robot will have all required sensors on board; these sensors will include:

- One or more cameras

- A LiDAR module capable of measuring the distance to objects in a given plane relative to the sensor's orientation and position

- Two encoders capable of measuring wheel rotations, one for each of the two wheels

4.1 Assumptions

It is assumed that the environment that LiDart will operate within will have the following properties:

A1: Not exposed to the elements (e.g. Rain)
Rationale: The robot will not be weather proofed, as this increases cost and complexity. A weather proofed configuration could be designed at a later date by modifying the current robot.

A2: Floor should be flat and suitable for driving on with plastic wheels (dry, hard, not slippery. e.g. tile, hardwood, concrete)
Rationale: The robot's simple 2 wheeled drive train is not suited to all terrains. This drive train was chosen to minimize cost and complexity.

A3: Will remain static while the robot is active
Rationale: This ensures there are no artifacts in the final stitched 3D scan resulting from changes to the environment between individual 3D scans.

A4: Prepopulated with landmarks
Rationale: This choice was made to simplify the operation of the state estimation algorithm. This should reduce the need for the user to understand the inner workings of the state estimation process

A5: No translucent or reflective objects
Rationale: Translucent and reflective objects can result in poorly behaved LiDAR measurements, and may impact the final stitched 3D scan.

A6: Is illuminated such that the onboard camera(s) can clearly view the surrounding
Rationale: The robot relies on cameras for state estimation, as such it must operate in a sufficiently lit environment.
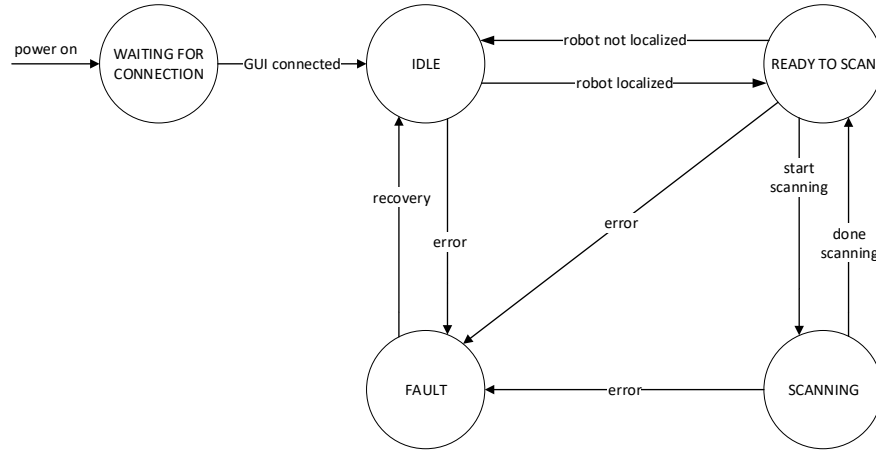
4.2 Behaviour Overview

Figure 2: Behaviour Overview

Normal operation of the LiDart system will proceed as follows:

1. Robot is powered on

2. User connects to the robot via WiFi

3. User opens the GUI

4. User drives the robot to a desired location, the user can use the live video feed and LiDAR data preview to choose such a location

5. User initiates a scan

6. Steps 4 and 5 are repeated until the user has scanned all desired areas of the environment

7. User downloads the final stitched 3D scan

There are several events that fall outside of normal operations, those include:

- **Cancelling a scan.** If the user has initiated a scan but then decides that the location is not ideal, the user can cancel the scan. This discards the information from that specific scan and allows the user to resume driving the robot.

- **Robot not localized.** If the robot is not localized, it will not allow the user to initiate a scan. To be able to initiate a scan the user must first drive the robot to a location where the robot can localize itself.

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- **Emergency stopping.** If the robot begins misbehaving it can be powered off with an onboard emergency stop switch. This is required in the event that a hardware failure causes the robot to pose a safety risk or to stop responding to user commands.

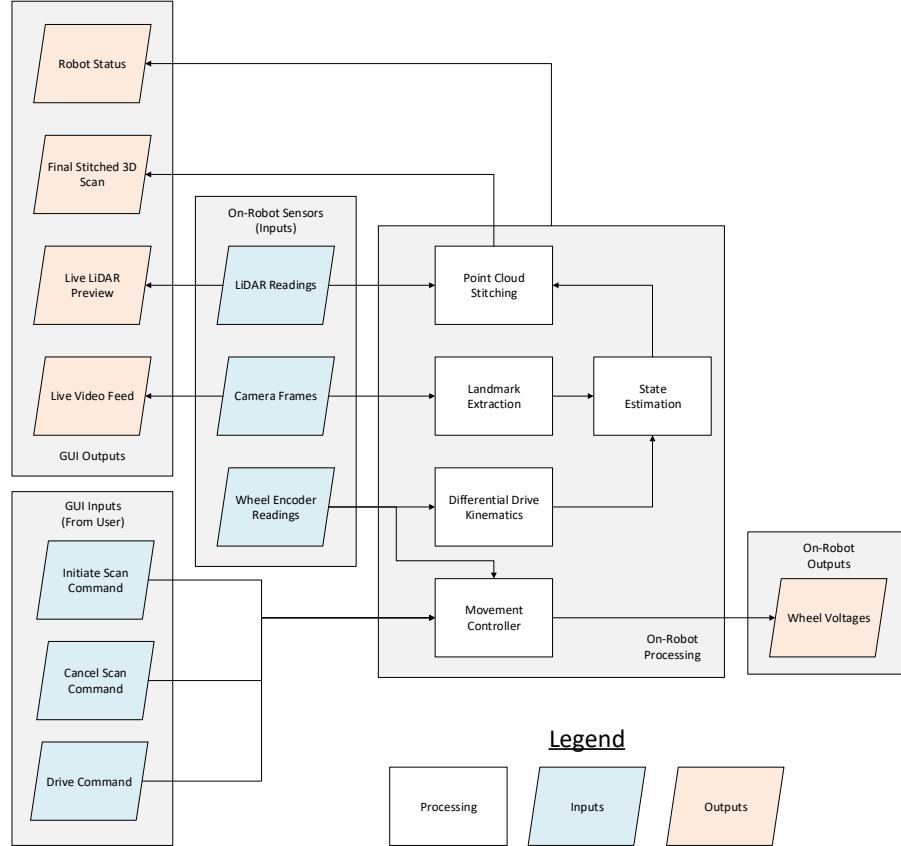## 4.3   Functional Decomposition

Figure 3: Functional Decomposition

Figure 3 shows the high level data flow throughout the LiDart system.

The system receives data from the user through the GUI alongside inputs from the various sensors onboard the robot (monitored variables). These inputs include:

- Initiate scan command

- Cancel scan command

- Drive command

- LiDAR readings

- Camera frames

- Wheel encoder readings

The system will use the listed inputs to produce or drive the following outputs (controlled variables):

- Final stitched 3D scan

- Live LiDAR preview

- Live video feed of the robot's environment

- Wheel voltages

- Robot status (eg. Fault occured, Ready to scan)

4.4   Subsystem Descriptions

4.4.1   Landmark Extraction

Given a frame from the onboard camera, the landmark extraction subsystem will find all landmarks in the frame and extract information about them. This information will include an ID which can be used to correlate subsequent detections of the same landmark. It will also contain some information about the position, and possibly orientation, of the landmark relative to the camera. The exact form of this information will vary based on the choice of landmark type. Two example landmark types are listed below.

Colored Spheres
Uniquely colored spheres could be used as landmarks. They would be easy to detect in a frame, uniquely identifiable based on their color, and would provide information about the direction of the landmark relative to the camera. Given enough landmarks in view these directions could be used to estimate the camera's pose. The size of the sphere could also be used to estimate distance from the camera to the landmark.

Although colored spheres are a very simple example of a possible landmark, they have several drawbacks. One drawback is that for them to remain unique, each sphere would need to be a distinct color from everything else in the environment, this quickly becomes difficult and would quickly increase the rate of landmark misdetections.

Another drawback is the sort of position data provided by using colored spheres, you only get direction and distance, no information about orientation. This increases the number of landmarks required to be in view for an accurate estimation of camera pose.

AprilTags [?]

AprilTags are a 2D barcode system (similar in concept to QR codes) designed at the University of Michigan for easy and robust pose estimation.

Each AprilTag encodes a unique number which can be used to correlate subsequent detections. AprilTags are also robust to misdetection, as their barcode encodes information such that errors can be detected and rejected. Finally, AprilTags provide pose information for each landmark, which greatly reduces the number of landmarks required to be in view for an accurate estimation of camera pose.

4.4.2 Differential Drive Kinematics

The differential drive kinematics subsystem will provide an estimate of the pose of the robot using readings from the wheel encoders. This estimate will accumulate error over time due to being a purely feed-forward estimator, but it can be used to suplement a more complex state estimator.
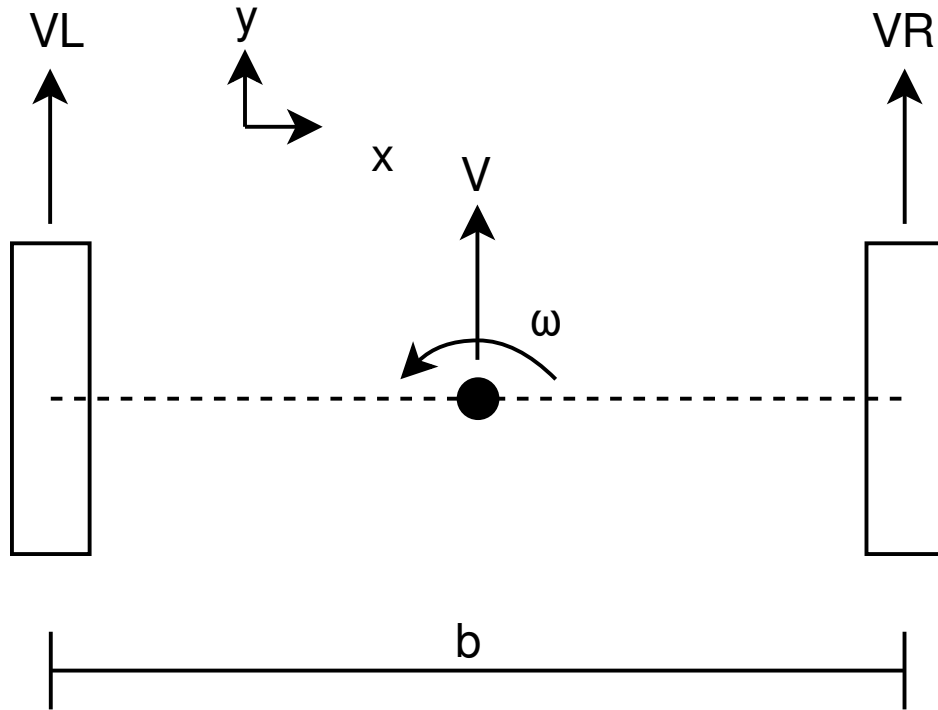

Figure 4: Differential Drive Kinematics

The LiDart robot will use a 2 wheel differential drive system, the derivation for the kinematics of such a system is as follows.

Constants
r - Wheel radius
b - Distance between the centers of the wheels

Variables
$\vec{V}$ - Velocity vector of the robot
$\vec{V}_L$ - Velocity vector of the left wheel
$\vec{V}_R$ - Velocity vector of the right wheel
ω - Angular velocity of the robot
V_x - X component of the robot velocity
V_y - Y component of the robot velocity
ω_L - Angular velocity of the left wheel
ω_R - Angular velocity of the right wheel

Rolling without slipping
$\vec{V}_L = r\omega_L \hat{y}$
$\vec{V}_R = r\omega_R \hat{y}$

Kinematics
$\vec{V}_L = \vec{V} + (\omega\hat{z}) \times \frac{-1}{2}b\hat{x}$
$\vec{V}_L = \vec{V} - \frac{1}{2}b\omega\hat{y}$
$r\omega_L\hat{y} = V_x\hat{x} + V_y\hat{y} - \frac{1}{2}b\omega\hat{y}$
$\vec{V}_R = \vec{V} + (\omega\hat{z}) \times \frac{1}{2}b\hat{x}$
$\vec{V}_R = \vec{V} + \frac{1}{2}b\omega\hat{y}$
$r\omega_R\hat{y} = V_x\hat{x} + V_y\hat{y} + \frac{1}{2}b\omega\hat{y}$

Separate into components
$r\omega_L = V_y - \frac{1}{2}b\omega$
$r\omega_R = V_y + \frac{1}{2}b\omega$
$V_x = 0$

Result
$\omega_L = \frac{1}{r}(V_y - \frac{1}{2}b\omega)$
$\omega_R = \frac{1}{r}(V_y + \frac{1}{2}b\omega)$

4.4.3 Movement Controller

The movement controller subsystem will receive commands that the user issues via the GUI and control the drive train as necessary.

While the robot is in scanning mode this subsystem will attempt to keep the robot sta-

tionary, and as such will ignore any drive commands. While out of scanning mode this subsystem will control the drive train according to any received drive commands.

The movement controller will make use of a closed loop velocity controller to control the wheel speeds of the drive train. In this system the velocity of the wheels will be the measured variables, and the voltage given to the wheel motors will be the actuated/controlled variables. An example closed loop controller that is suitable for this use case is a PID controller, the discrete time equation for which is as follows.

Constants
K_p - proportional gain
K_i - integral gain
K_d - derivative gain

Variables
e_n - error at time n
u_n - output of the controller at time n

PID Controller
$u_n = K_p e_n + K_i \sum e_k + K_d(e_n - e_{n-1})$

4.4.4 State Estimation

The state estimation subsystem will receive data from the landmark extraction and differential drive kinematics subsystems and use that data to estimate the pose of the robot alongside the poses of all the landmarks it has seen. This state estimation can be done using various different algorithms, one example of such algorithm is the particle filter.

4.4.5 Point Cloud Stitching

The point cloud stitching subsystem will take the raw LiDAR readings along with the pose estimation from the state estimation subsystem and use that information to add data to the current 3D scan.

It will do this by first transforming the raw LiDAR readings into the reference frame of the environment, as the raw readings will initially be in the LiDAR sensor's local reference frame. This will be done using the pose estimate provided by the state estimation subsystem.

It will then take these transformed points and stitch them into the current 3D scan. There are many algorithms for point cloud stitching, two examples of such algorithms are Iterative Closest Point and Moving Least Squares.

5   Requirements

This section provides the functional and nonfunctional requirements that the system is expected to exhibit.

5.1   Functional Requirements

R1: The GUI shall take input from the user through a keyboard and standard pointing device such as a mouse.

R2: There shall be an emergency stop mounted on the robot, which immediately powers down the the robot when pressed.

R3: The robot shall be able to move forward and backwards, and turn in both directions.

R4: The robot shall be stationary if no commands are given.

R5: The robot shall be able to be operated remotely.

R6: The robot shall be able to be connected to over WiFi.
Rationale: Wireless connection is required for remote opertaion. WiFi is a commonly available wireless connection technology, it will be familiar to most users.

R7: The robot shall have a power switch.

R8: The robot shall have a means of being charged.

R9: The system shall stitch multiple LiDAR readings into a large point cloud.

R10: The system shall be able to perform state estimation calculations based on landmarks in the surrounding environment.
Rationale: The estimated state of the robot will be used to stitch the multiple LiDAR readings as specified in R9

R11: The GUI shall output the stitched point cloud data as a file.
Rationale: The exported files can then be used in existing 3D scan processing software.

R12: The GUI shall display live video feed of the environment surrounding the robot. Rationale: This video feed can be used by the remote operator.

R13: The GUI shall display a live preview of the raw LiDAR data.
Rationale: The live preview can be used by the robot operator to ensure the scanner is functioning properly and that the desired area is within the scan region.

R14: The GUI shall display the current state of the system, as depicted in Figure 2.
Rationale: The states can be used by the robot operator to troubleshoot operational issues.

5.2 Nonfunctional Requirements

5.2.1 Accuracy Requirements

NFR1: The accuracy of the scans shall be within SCAN_TOL. This level of accuracy meets the needs of parties interested in low-cost, easily accessible 3D scanning.

5.2.2 Performance Requirements

NFR2: The robot shall be able to move at a speed of ROBOT_SPEED.

NFR3: The robot shall be able to run for RUN_TIME without being charged.

NFR4: The system must be able to produce a single planar scan within SCANNING_TIME.

NFR5: The system shall require a maximum of MAX_PROCESS_T to output the final stitched 3D scan file.

NFR6: The robot shall require a maximum of MAX_RESP_T to respond to user input commands.

NFR7: The video feed shall have a minimum resolution of MIN_VIDEO_RES.

NFR8: The video feed displayed on the GUI shall have a maximum delay of MAX_VIDEO_DELAY.

5.2.3 Usability Requirements

NFR9: The user should be able to operate the system by following the user manual without any prior knowledge.

NFR10: The robot shall weigh less than ROBOT_MAX_WEIGHT.

NFR11: The robot shall be able to be stored within the dimensions ROBOT_MAX_DIM.

NFR12: The GUI shall be easy to navigate. The number of levels of navigation shall not exceed MAX_NUM_LEVELS.

NFR13: The font style and size shall be consistent throughout the GUI. Fonts must be sans-serif and have a minimum font size of MIN_FONT_SIZE.

NFR14: The GUI shall be intuitive to use. Users must be able to execute desired tasks within EXECUTE_TIME of accessing the user interface, for at least every 9/10 tasks.

5.2.4 Error-Handling Requirements

NFR15: The system shall display informative messages that alert the user of errors that have occurred. The messages may provide suggested steps to resolve the error.

NFR16: The system shall log error information. Error information should be specific and descriptive.

5.2.5 Maintainability Requirements

NFR17: Robot parts should be easily replaceable. It should take a maximum of REPLACE_TIME to replace any part on the robot.

NFR18: All hardware and electronic components shall be easily accessible. No special tools must be required to access hardware.
Rationale: This will facilitate activities such as debugging and reprogramming the robot.

NFR19: Standard, off-the-shelf components shall be used where possible.

5.2.6 Portability Requirements

NFR20: The GUI shall run on a Windows operating system.

NFR21: The GUI must be able to run on a standard personal computer. For example, a system with an IntelCore i5 processor and 8 GB of RAM.

5.2.7 Safety Requirements

NFR22: There shall not be any exposed electrical components or wiring.

NFR23: The operator shall be able to stop the robot at any time.

NFR24: The robot shall be placed in a safe-state if communication with the GUI is lost.

5.2.8 Standards Requirements

NFR25: The system shall be in conformace with the following standards:

- CSA 22.1:21, Canadian Electrical Code [?]
- CSA Z434, Industrial robots and robot systems [?]

5.3 Requirements Dependencies

Table 1 shows the dependencies between requirements.

Table 1: Requirements Dependency Matrix

	R6	NFR1	NFR2	NFR4	NFR5	NFR6	NFR7	NFR7	NFR8	NFR23
R2										X
R3			X							
R5	X									
R11		X		X	X					
R12								X	X	

6 Likely Changes

Table 2: Likely Changes to Requirements

Requirement	Likelihood of Change	Rationale	Ways to Change
NFR1	Likely	Depending on time constraints, requirement could change	Decreasing SCAN_TOL for better quality
NFR3	Likely	Depending on time constraints, requirement could change	RUN_TIME could be increased
NFR4	Very Likely	Depending on time constraints and scope, requirement could change	SCANNING_TIME could be decreased to save time
NFR5	Likely	Depending on time constraints and scope, requirement could change	MAX_PROCESS_T could be decreased to save time
NFR6	Likely	Depending on time constraints and scope, requirement could change	MAX_RESP_T could be decreased for better user experience

NFR13	Likely	Depening on implementation, requirement could change	Font style and MIN_FONT_SIZE will dpeend on how the GUI looks. This is to ensure that the GUI is user friendly
NFR17	Likely	Depending on time constraint, requirement could change	REPLACE_TIME could be decreased for better user experience
NFR21	Likely	Depending on time constraint and scope	Improve performance so that it can run on lower than average personal computers can handle

7   Unlikely Changes

Traceability Matrix Showing the Connections Between Assumptions and Other Items

Table 3: Unlikely Changes to Requirements

Requirement	Likelihood of Changing	Rationale	Ways to Change
R1	Very Unlikely	Key implementation aspect	N/A
R2	Very Unlikely	Ensures safety of operation	N/A
R3	Very Unlikely	Key implementation aspect	N/A
R4	Very Unlikely	Key implementation aspect	N/A
R5	Very Unlikely	Key implementation aspect	N/A
R6	Very Unlikely	Kay implementation aspect	N/A
R7	Very Unlikely	Key implementation aspect	N/A
R8	Very Unlikely	Key implementation aspect	N/A

R9	Very Unlikely	Key implementation aspect	N/A
R10	Very Unlikely	Key implementation aspect	N/A
R11	Very Unlikely	Key implementation aspect	N/A
R12	Very Unlikely	Key implementation aspect	N/A
R13	Very Unlikely	Key implementation aspect	N/A
R14	Very Unlikely	Key implementation aspect	N/A
NFR2	Unlikely	Depending on time constraints, requirement could change	Speed of movement is not a high priority for the application
NFR7	Unlikely	Depending on monetary constraint	MIN_VIDEO_RES will depend on the budget allowance cold be higher
NFR8	Unlikely	Depending on time and monetary constraints, requirement could change	MAX_VIDEO_DELAY will depend on the budget allowance and time given to improve latency
NFR9	Very Unlikely	Kay implementation aspect	N/A
NFR10	Very Unlikely	Key implementation aspect	N/A
NFR11	Unlikely	Depending on time constraints, requirement could change	ROBOT_MAX_DIM could be decreased for better storage spacing
NFR12	Very Unlikely	Ensures usability by user	N/A
NFR14	Very Unlikely	Key implementation aspect	N/A
NFR15	Very Unlikely	Ensures safety of operation	N/A

NFR16	Very Unlikely	Key implementation aspect	N/A
NFR18	Unlikely	Depending on time and monetary constraint	Certain components might have to use special tools to access
NFR19	Very Unlikely	Monetary constraint	N/A
NFR20	Very Unlikcly	Key implementtion aspect	N/A
NFR22	Very Unlikely	Ensures safety of operation	N/A
NFR23	Very Unlikely	Ensures safety of operation and is a key implementation aspect	N/A
NFR24	Very Unlikely	Ensures safety of operation and is a key implementation aspect	N/A
NFR25	Very Unlikely	Key implementation aspect	N/A

8 Development Plan

LiDart's development will be split into two main efforts:

- Software and Control Systems (referred to as SCS)

- Electrical and Mechanical (referred to as EM)

As these efforts can both make progress independently, the development plan for LiDart is broken up into phases describing what each effort will be focused on.

8.1 Phase 1 - Foundational Components

Date: Oct 6, 2022 - Nov 13, 2022 (POC Demo)

In this phase SCS will build initial versions of the landmark extraction and state estimation subsystems. These initial versions will run on a computer, not the robot, and be tested using images taken externally (eg. using a smart phone). SCS will also build a GUI which can be used to remotely drive the robot.

In this phase EM will design and build the robot chassis and drive train.

The output for this phase will be:

- A robot that can be driven remotely

- Initial versions of the landmark extraction and state estimation subsystems

- An initial version of the GUI

8.2 Phase 2 - Initial Prototype

Date: Nov 14, 2022 - Dec 8, 2022

In this phase SCS will build initial versions of the differential drive kinematics and movement controller subsystems. SCS will also adapt the landmark extraction and state estimation subsystems from the previous phase such that they run on the robot and pull data from the onboard sensors.

In this phase EM will design and build any mechanisms required by the camera and LiDAR module. The camera, LiDAR module and any additional sensors will be mounted and wired.

The output for this phase will be:

- A robot with all required sensors mounted and wired

- A software stack capable of estimating the state of the robot using onboard sensors

8.3 Phase 3 - Minimum Viable Product

Date: Dec 26, 2022 - Feb 6, 2023 (Rev 0 Demo)

In this phase SCS will build an initial version of the point cloud stitching subsystem. SCS will also extend the GUI such that it satisfies the LiDart functional requirements. During this phase the ability to perform and download 3D scans will be added to the GUI.

In this phase EM will refine the mechanical and electrical design of the robot, adding additional features that would be required for an MVP. Examples of such features may include charging circuitry, additional safeties or additional sensors.

The output for this phase will be:

- A robot with build quality matching that of a minimum viable product

- A software stack capable of generating stitched 3D scans

- A functionally complete version of the GUI

8.4 Phase 4 - Refinement

Date: Feb 7, 2023 - Mar 20, 2023 (Final Demo)

In this phase SCS and EM will continue to refine the project, taking into consideration the feedback from the Rev 0 presentation.

9 Values of Auxiliary Constants

Constant	Description	Value
ROBOT_SPEED	Maximum speed of robot in navigation mode.	0.5m/s
SCAN_TOL	Maximum deviation between sufficient scans.	+/- 1cm
RUN_TIME	Maximum time robot can run before needing to be recharged.	3hrs
SCANNING_SPACE	Unit used for defining robot scan speed	1 square meter
SCANNING_TIME	Time elapsed to complete scan of a specified scanning space.	2mins
MAX_PROCESS_T	Time needed for the robot to process raw scanned data.	10min
MAX_RESP_T	Time needed for robot to respond to navigational commands given by user.	1s
MIN_VIDEO_RES	Minimum resolution of video output feed in GUI.	1280x720p
MAX_VIDEO_DELAY	Max time between change in camera and output video feed in GUI.	1s
ROBOT_MAX_WEIGHT	Maximum weight of the fully assembled robot.	50kg
ROBOT_MAX_DIM	Maximum size of the fully assembled robot.	1m x 1m x 3m (LxWxH)
MAX_NAV_LEVELS	Maximum number of layers required to access any function in GUI.	4
MIN_FONT_SIZE	The minimum font size used in the GUI for accessibility purposes.	14pt
EXECUTE_TASK_TIME	Time it would take an average user to execute 9/10 tasks within the GUI.	10s
REPLACE_TIME	Time it would take an average user to replace a damaged component.	1hr

Appendix — Reflection

Throughout the LiDart project, the team will collectively work on gaining experience with 3D scanning systems and robotics. Ranging from software development to electrical and mechanical design, each team member will gain knowledge in their respective domain depending on their responsibilities. All group members will gain skills in technical documentation, project management, and team management.

Jon and Kareem will develop algorithms for 3D scanning using a LiDAR sensor, control software for the robot, and a GUI. Jon will be able to expand on his knowledge on state estimation and machine vision. Furthermore, Jon will develop the GUI application, gaining skills in frontend and backend development. Kareem will handle the closed loop control system of the robot by working through trial and error scenarios on movement and navigation. Even though Kareem will be primarily working through trial and error, he will be using resources online to learn about the theory behind robot control. Kareem has picked working through trial and error as that will be the best approach to seeing how the different parameters will affect the robot and its controls. Through theory, values can be used as a starting point. Jon will acquire knowledge from online documentation since he prefers gathering information from the original source and then applying his understanding.

While the software is being developed, Neeraj will be working on the chassis and mechanical design of the robot. Making the frame for LiDart will require knowledge based on weight distribution and stabilizing different moving components. The robot will have a variety of parts such as the LiDAR sensor, belts, cameras, and motors. Theory will be applied to designing the robot, but there will also be trial and error throughout the process by prototyping mechanical designs. Neeraj will use an iterative method to create the best design for the robot.

Finally, the electrical and hardware design is an important part of the robot. Getting the correct electrical equipment requires an understanding of the overall system and collaboration with the rest of the team. Components such as the motor will require input from Kareem, Jon and Neeraj. The motor will depend on the weight of the chassis (Neeraj) alongside how the motor will be controlled (Kareem and Jon). The selected components will affect the mechanical design as the size of the parts will be critical to the overall design of LiDart. Michaela will be exploring online documentation to create the optimal electrical design for the robot. Michaela will research online to select suitable components for the electrical design.

Lastly, throughout this whole project, the team will be working on increasing their teamwork skills and much more. Michaela will be the liaison of the team throughout this project improving on her task management and team management skills. Neeraj will be working closely with Jon and Kareem to give them inputs on their GUI as he has an eye for good design. This will only further his interdisciplinary skills. Jon and Kareem will be working

together on the software which is a new experience for both of them. This will further improve their skills as being part of a team and having to trust and rely on your team to get the work done.