Project Introduction

Welcome to the Controls Project!

At this point, you've implemented individual control loops in Python. In this project, you will be porting some of that logic over to a controller that's written in **C++**. This code will control a drone in an entirely new simulator. The simulator you'll be using in this project is more bare-bones than the Python / Unity simulator you've been working with so far, but it's more realistic in the physics that it models.

Once your controller meets the required specs with the C++ simulator, you'll have completed the project! And for you more hardware minded students, you'll also be ready for running your controller on a real drone!

Before you can dive into writing your controller, we'll first set up the environment you'll be needing for your development in a couple steps:

1. Set up the C++ simulator and the development environment you'll need for it.
2. Get familiar with some of the tools you'll be able to use to evaluate your controller's performance.