

1 Software Contract: STRATUS AR Development

This agreement is made between Rainmaker (hereinafter referred to as "Client") and Ethan Soo (hereinafter referred to as "Contractor").

2 1. Scope of Work

The Contractor agrees to develop an Augmented Reality (AR) application for the Strategic Rainfall Augmentation Telepresence for Unmanned Systems (STRATUS) project. The work will be divided into three checkpoints with specific tasks.

2.1 Checkpoint One

Duration: 1 week at 10 hours

1. Unity Environment Setup and Basic Drone Visualization
 - (a) Set up Unity development environment
 - (b) Integrate and run mock drone simulation script
 - (c) Plot drone position in 3D space using Meta Quest 3s
 - (d) Create demo showing drone circling user position
 - (e) Build and deploy to Meta Quest 3s hardware

2.2 Checkpoint Two

Duration: 1 week at 10 hours

1. Extended Drone Visualization
 - (a) Handle multiple drone messages simultaneously
 - (b) Implement unique drone identification system
 - (c) Display atmosphere voxels for target areas
 - (d) Develop basic fleet management controls by broadcasting NATS messages for controller inputs
 - (e) Process extended telemetry (heading, status)

2.3 Checkpoint Three

Duration: 1 week at 12 hours

1. Task Three: Enhanced Visualization
 - (a) Implement top-down minimap showing all assets

- (b) Display Skew-T charts from drone atmospheric data
- (c) Add team member labeling in world space and minimap
- (d) Plot ADSB aircraft traffic data
- (e) Implement FPV video feed display
- (f) Develop command interface for drone control
- (g) Complete integration testing of all systems

3 2. Compensation

Total compensation for the work described is payable as follows:

- Checkpoint One: \$800
- Checkpoint Two: \$800
- Checkpoint Three: \$1000

Payment for each checkpoint shall be made upon Client's acceptance of the work. Any additional work beyond the defined scope shall require written agreement and additional compensation.

4 3. Timeline and Milestones

The Contractor agrees to:

- Complete Checkpoint One within one week of project initiation
- Complete Checkpoint Two within one week of Checkpoint One completion
- Complete Checkpoint Three within one week of Checkpoint Two completion
- Participate in weekly check-ins every weekend
- Make builds available for testing in both Pendleton and Los Angeles environments

Client: Rainmaker

By: _____
Date: _____

Contractor: Ethan Soo

By: _____
Date: _____