# Game of Drones

Trenton Cisewski

Peter Ginty

Sam Goyal

Mario Infante

**Chet Koziol** 



A [Top Secret] Northrop Grumman Project

### Our Project

Our goal is to use a drone and third-party components to build a tool that is capable of creating a 3D model of a specified area.

The essential hardware components of our project include:

- Matrice 100 developer drone by DJI
- Sweep V1 360° Laser Scanner
- Raspberry Pi 3

# Hardware Analysis (SWaP-C Analysis)

Size - Limited space on DJI Matrice 100

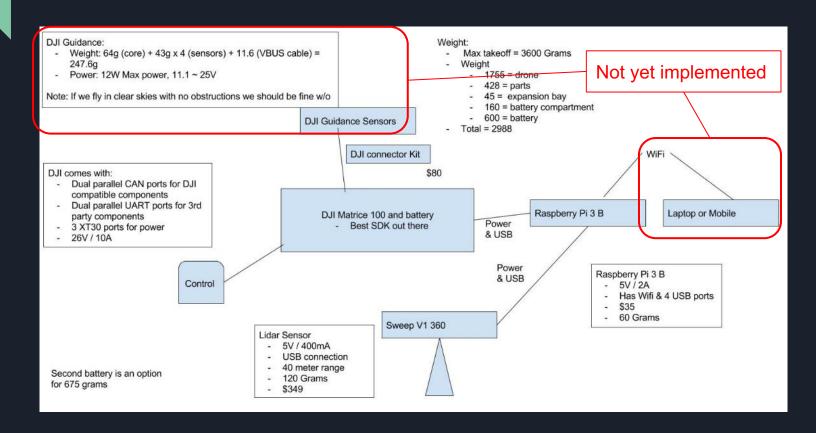
Weight - max 3600g payload =  $\sim 600g$  components

<u>A</u>nd

Power - Battery must support Raspberry Pi, sensor, and drone.

Cost - As cost efficient as possible while maintaining quality. (biggest bang for your buck)

### System Architecture



### Software Tools

### Currently Used

TeamViewer - To control Raspberry Pi with a mobile device

Scanse Sweep SDK - Retrieve sensor data and create 3-D coordinates

Mobile Point Cloud Visualizer (Open Source) - Displays the sweep data for viewing on mobile

#### **Future Tools**

DJI Onboard SDK - Telemetry data

DJI Mobile SDK - Integrate viewer with app to fly and control drone mapping

WS (Node.js websocket server) -Websocket connection for sending real time data to android app

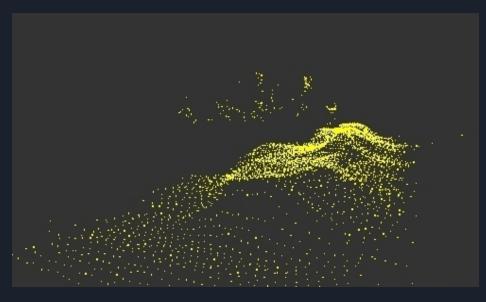
Google Testing - Test framework for transformations

# Demo



### Demo

# Demo





### Future Goals

- Transformations based on telemetry data
- Real-time modeling for User
- User defined flight path

```
Counter = 1980:
Flight Status
                                        = 0.600617, -2.09206, -60.8525
Position
                       (LLA)
RC Commands
                       (r/p/y/thr)
                                        = 0, 0, 0, 0
Velocity
                       (vx,vy,vz)
                                        = -0.00211503, 0.000305255, 0.00302825
Attitude Quaternion
                                        = 0.0494436, -0.0222339, 0.0176209, -0.998
                       (w, x, y, z)
Counter = 1985:
Flight Status
                                        = 0.600617, -2.09206, -60.8525
Position
RC Commands
                       (r/p/y/thr)
                                        = 0, 0, 0, 0
Velocity
                       (vx, vy, vz)
                                        = -0.00211503, 0.000305255, 0.00302825
Attitude Quaternion
                       (w, x, y, z)
                                        = 0.0494436, -0.0222339, 0.0176209, -0.998
```