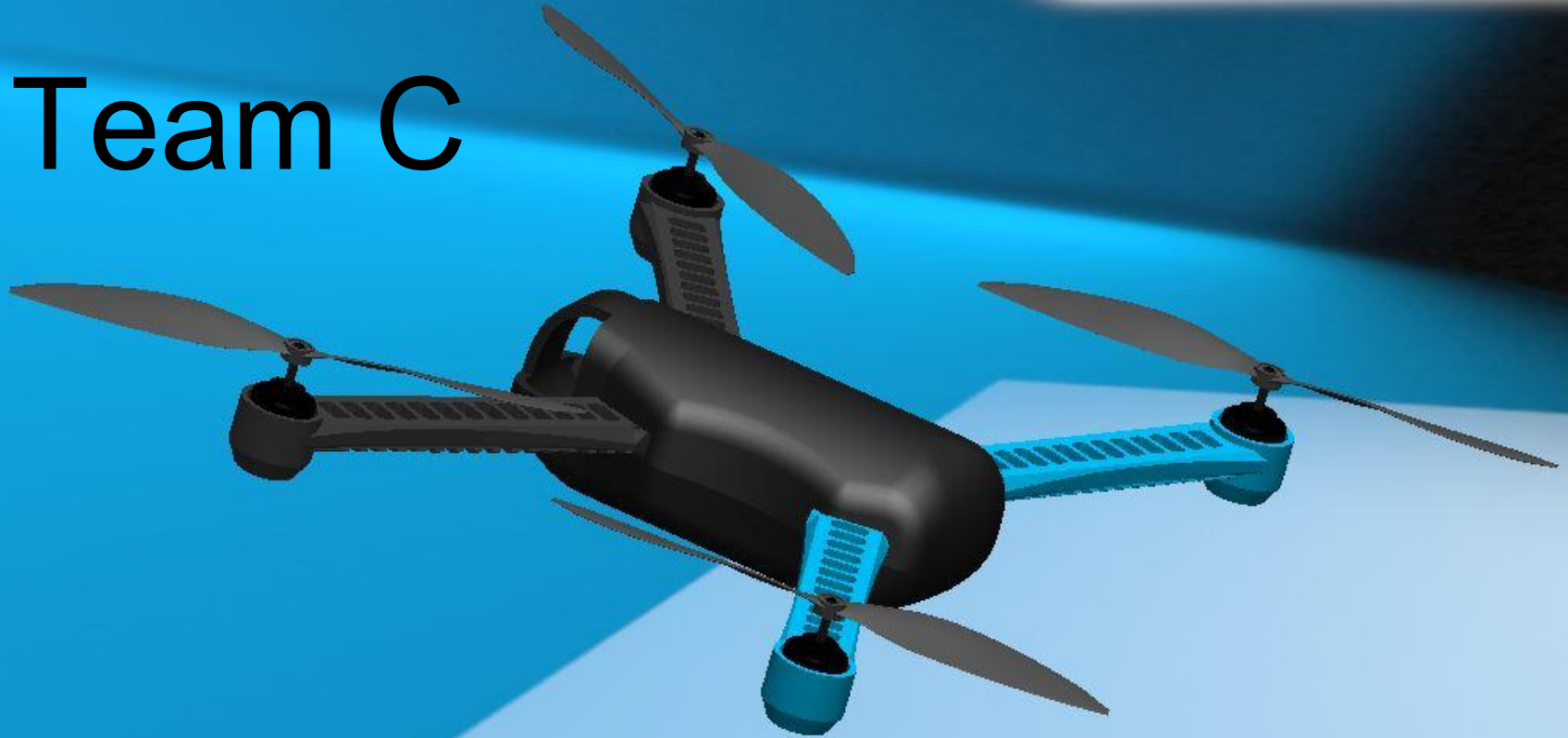# Team C

Progress Review 2

PROGRESS

HARDWARE

- Iris+ has had to be reordered due to problems on the 3DR side
- Camera: Playstation Eye - $8 on Amazon
- Power Distribution Board Design Submitted

SOFTWARE

- MOVER Node written by Job and Demo will be shown
- Pixhawk Source Code downloaded and compiled
- Simulation environment setup
- 2D Mapping Demo
- Studied Optical Flow using Lucas-Kanade Algorithm
- Researched and documented ROS TF / Odometry usage

CHALLENGES

HARDWARE

- Iris+ shipping problem. The package was sent back. Had to get them to resend it.

SOFTWARE

- Pixhawk simulation setup difficult and buggy
- ROS Frames, TF and odometry complexity

FUTURE WORK

HARDWARE

- Once the Pixhawk hardware has finally been received, we will be setting up the system
- Power distribution hardware design
- Preliminary Dock Design

SOFTWARE

- Continuing to work on software architecture
- Improving the movement on the ARDrone2.0
- Testing out control system on the Pixhawk simulation programs
- Studying the source code for the Pixhawk
- Evaluating Open Source Odometry packages
- Low level ARDrone code