Collaborative Surveillance of Large Geographical Area by Fleet of Drones

Team: sdmay23-50

Client: Professor Goce Trajcevski

https://sdmay23-50.sd.ece.iastate.edu/

Team

- Marcus Jakubowsky Team Lead, Software Engineering
- Jacob Houts Testing, Software Engineering
- Joseph Edeker UI/UX Design, Software Engineering
- Rowan Collins Testing, Software Engineering
- Thomas Glass Standards & Security, Cyber Security
- Jaden Forde Client Interaction, Software Engineering

Problem & Project Vision

Problem:

- Live drone testing = Expensive
- Drone fleets algorithms development
- No current system for comparing Targeted Features across different:
 - Algorithms
 - Data settings

Solution:

- Web application
- Custom algorithm simulation
- Compare algorithms & situations

Target Users

- Drone Manufacturers
- Researchers
- First Responders
- Government Agencies
- Agricultural Use

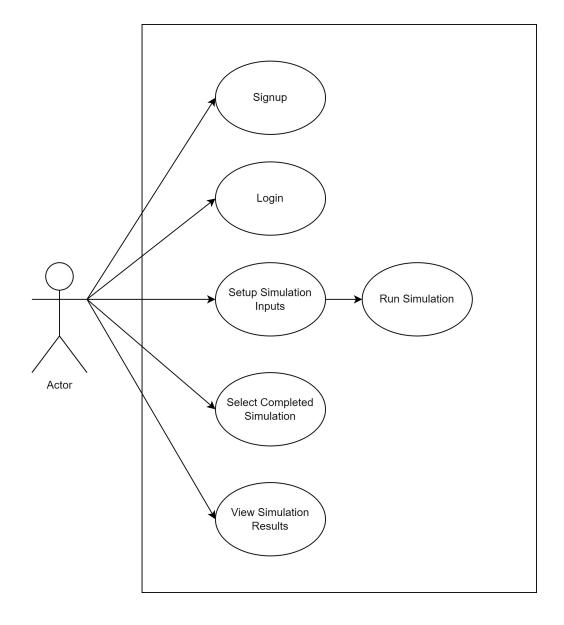




Visual Sketch

Use Case Diagram

- Use cases are shared across target users
- Unique input parameters for each user



Requirements

Functional Requirements

- 2D drone visualization
- User selected algorithms
- Datasets with ground phenomena
- Saved previous simulations
- Utilize a queue to simulate requests in order
- Email notification system to notify user their simulation has run

Non-Functional Requirements and Constraints

- Software will be easy to use
- Application will be web based
- Maintainable codebase
- Handle errors in input
- Concurrent access to the web application

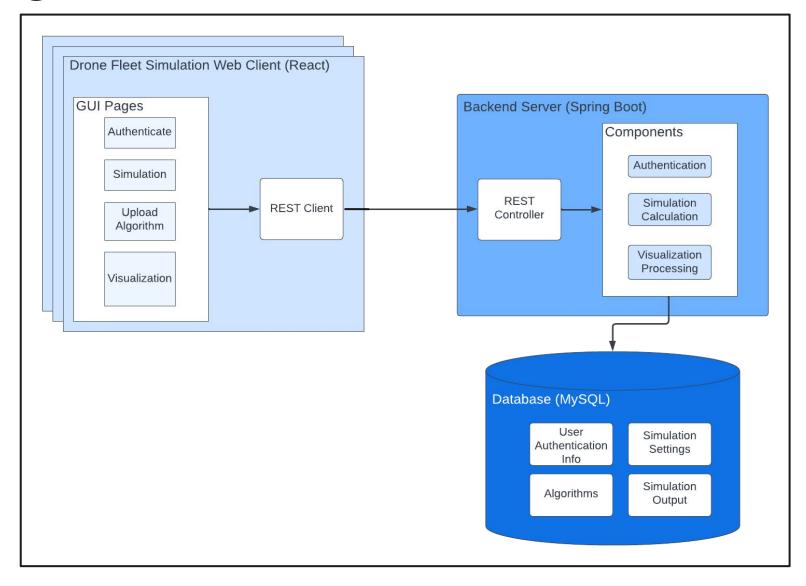
Conceptual Design Diagram

High-Level Design

Shaped by requirements

 Broken down into UI, processing, and storage

 See section 4.4 of Design Doc for framework selection

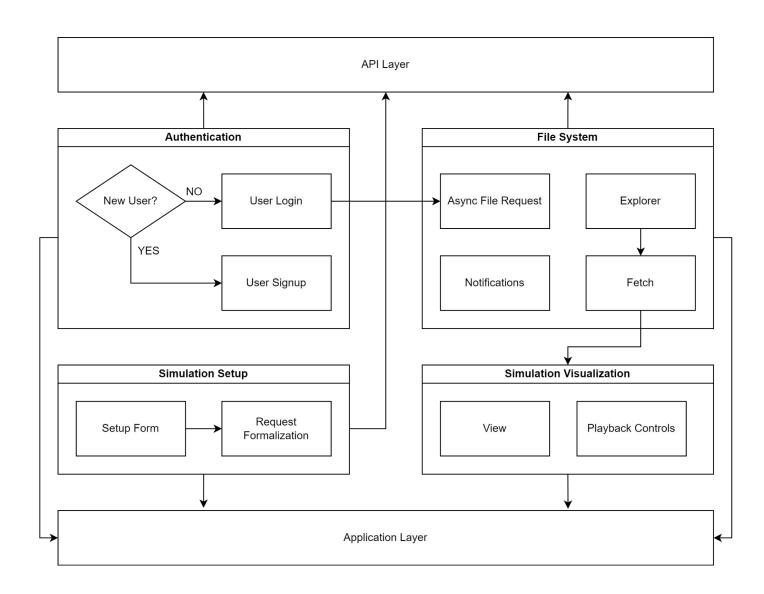


System Design - Frontend

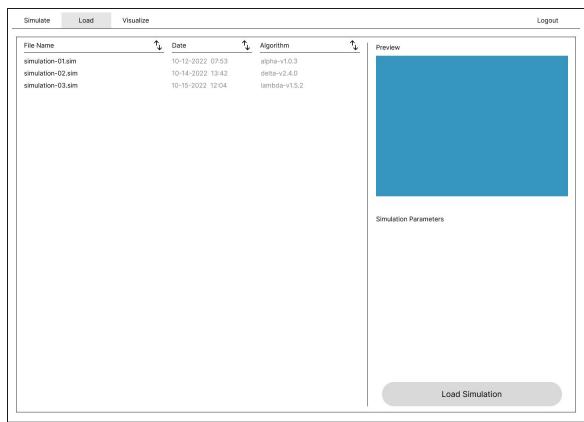
Frontend Architecture

Based on User Needs

Four main modules

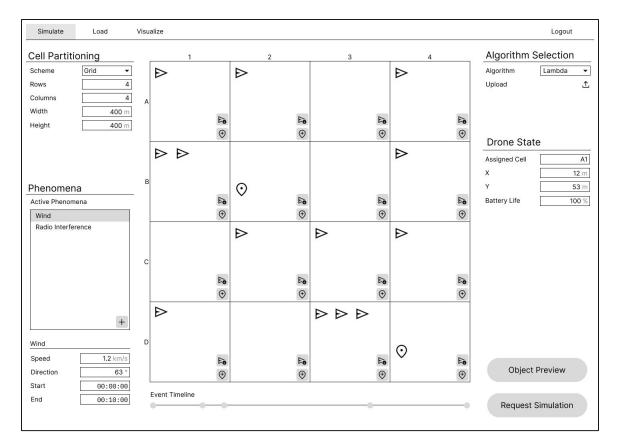


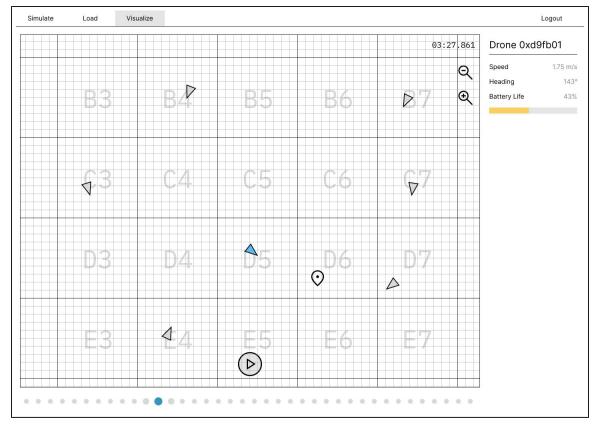




Login Page

File Selection



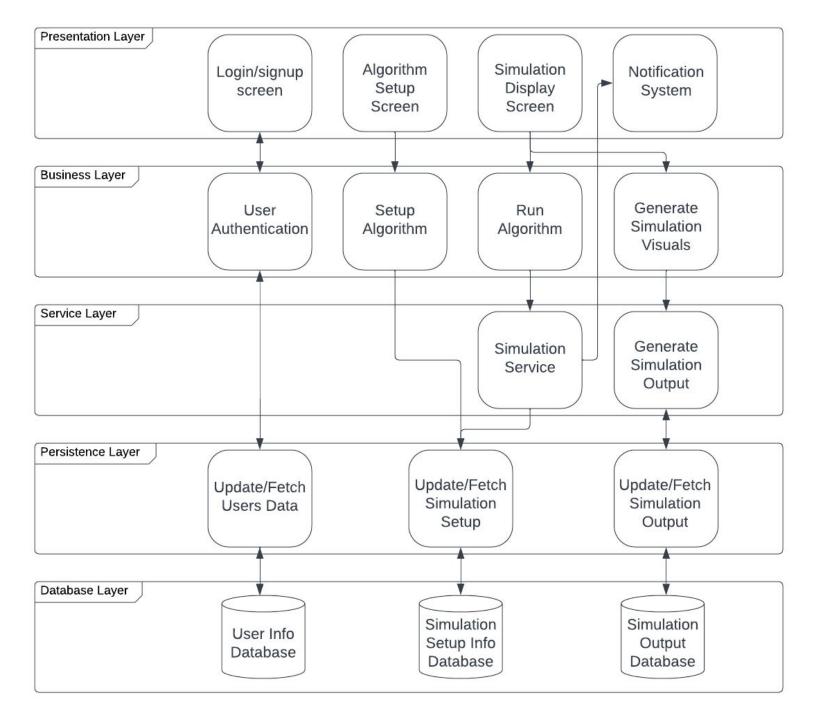


Simulation Setup

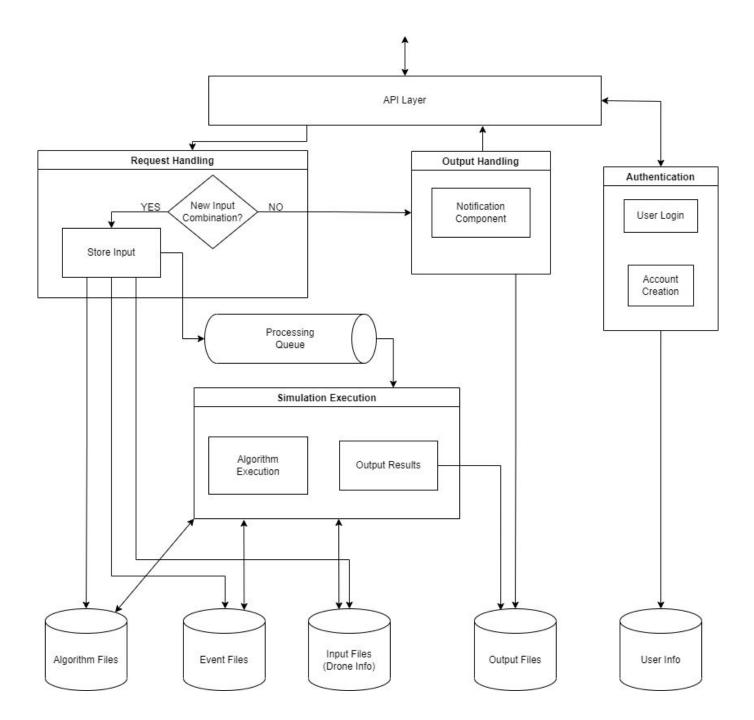
Simulation Visualization

System Design - Backend

Layered Architecture



Backend Data Flow



Project Plan

Project Plan - Tasks

- User authentication system
- Phenomena file selection
- Algorithm/Protocol selection
- Algorithm execution
- Ability to visualize simulations
- Ability to save previous simulation results

Project Plan - Risks & Mitigation

- Client Usability
 - Research, feedback, queue
- User Data Security
 - Pen testing, secure software development
- Testing All Use Cases
 - Testing tools

Project Plan - Fall 2022

- Design document measured on received feedback
 - Project planning
 - Requirements
 - Tools/Framework considerations
 - Testing
 - Proposed design

	TASK TITLE	DUE DATE	EST. HOURS	Semester 1											
		DUE DATE		WK 1	WK 2	WK 3	WK 4	WK 5	WK 6	WK7	WK 8	WK 9	WK 10	WK 11 - 12	WK 13 - 15
1	Project Design														
1.1	Team Contract	9/23/22	12												
1.1.1	User Needs	9/30/22	12												
1.2	Requirements	10/7/22	16												
1.3	Project Planning	10/14/22	24												
1.4	Tools and Platforms	10/21/22	20												
1.5	Testing	10/21/22	16												
1.6	Proposed Design	11/4/22	12												
1.7	Final Document & Presentation	12/2/22	36												

Project Plan - Spring 2023

- Platform Setup
 - Measured by functionality
 - February 3rd
- Authentication
 - Measured by unit testing
 - February 17th

- Algorithm Execution
 - Measured by unit testing
 - March 17th
- Visualizing the Simulation
 - Measured by individuals and unit testing
 - April 21st

	MILESTONE COMPLETION TARGET	EST. HOURS	Semester 2											
MILESTONE TITLE			WK 1	WK 2	WK3	WK4	WK 5	WK 6	WK 7	WK 8	WK 9	WK 10	WK 11	WK 12
			Sprint 1/23		Sprint 2/6		Sprint 2/20		Sprint 3/6		Sprint 3/20		Sprint 4/3	
Project Development														
Platform Setup	2/3/22	24												
Authentication	2/17/22	28												
Simulation Setup/Requesting	2/17/22	16												
Algorithm Execution (Running Simulation)	3/17/22	92												
Simulation Response	3/31/22	16												
Visualizing simulation	4/21/22	84												

Test Plan

Testing Plan

- Unit Tests
 - Test specific aspects to quickly identify problems
 - Tests conducted in parallel
 - Used to test basic functionalities User Auth
- Interface Testing
 - Test communication between different parts of the application.
 - Use Mockito and Postman to test our API calls.

Testing Plan (cont.)

- System Testing
 - Test functionalities that require the entire system to be operational
 - Use project requirements as tests.
 - Example log in to user profile
- Acceptance Testing
 - Test to show that all our requirements have been met.
 - Demo the project for client/teammate/faculty to meet acceptance criteria
 - Examples in section 5.6 of design doc.

Testing Plan (cont.)

- Regression Testing
 - Make tests for components as you build them Agile Development
 - Before deploying a new feature, gather previously created tests to re-test functionality.
 - Check impact of adding (instances of) modules
 - Algorithms
 - Datasets
- Security Testing
 - User Authentication

Conclusion

Final Thoughts

- Serious code implementation to begin next semester
- Agile methodology, Gantt chart outlined in section 3.4 of Design Document

Task	Leading Member(s)					
Platform Setup	All Members					
Authentication	Thomas, Jaden					
Simulation Setup/Requesting	Marcus, Rowan					
Algorithm Execution	Jacob, Marcus, Jaden					
Simulation	Joe, Thomas					
Visualizing Simulation	Joe, Rowan					

Questions?