

Welcome to Day 2

Welcome back! Today, we will be working in DroneBlocks for programming the drones. You will have a series of 9 tasks to complete today.

We will start the day with a small warm-up/team-building exercise.

Task A-1

Take-off and climb to an altitude of 25 feet, start video camera, hover for 10 seconds, stop video camera, and then land.

Task A-2

Take-off and climb to an altitude of 25 feet, start video camera, turn right 90 degrees, climb to 50 feet, hover for 10 seconds, stop video camera, and then land.

Task A-3

Take-off and climb to an altitude of 250 feet, start video camera, hover for 10 seconds, fly forward for 300 feet, return to the take-off point, stop video camera, and then land.

Task A-4

Take-off and climb to an altitude of 325 feet, start video camera, fly in a square pattern with a perimeter of 600 feet making right turns only, when done with the square, stop video camera, and then land.

Task B-1

Take-off and climb to an altitude of 200 feet, start video camera, fly from the center of the stadium parking lot and hover over the center of the football field, pitch the camera down while hovering for 10 seconds. Stop video camera and land in the stadium.

Manually fly your drone out of the stadium back to the parking lot when done.

Task B-2

Select any point on the ground of the FJH campus that you want to fly to. Create a programmed path to take you to that destination. Your starting point is the stadium parking lot.

Task C-1

Take-off and climb to an altitude of 150 feet. Start video camera and fly in a semi-circle pattern to the right with a total arc distance of approximately 425 feet. At the conclusion of the arc, return in a straight line to the take-off point, stop video camera, and land.

Task C-2

Take-off and climb to an altitude of 150 feet. Start video camera and fly in a circle to the right based on the semi-circle you created in task C-1. When the circle is complete, stop video camera, and land.

Task C-3

Select any point on the ground of the FJH campus that you want to fly to. Create a programmed path to take you to that destination via waypoints. Use a combination of straight and curved flight paths. Your starting point is the stadium parking lot.

Task D-1

Program your solution for the Eureka Dilemma.