



GAT260 ASSIGNMENT 05

Final Report

Abstract

This document represents a summary of what was done in both Assignments 2 and 4, integrating some of the visual/graphic design knowledge of Assignment 3.

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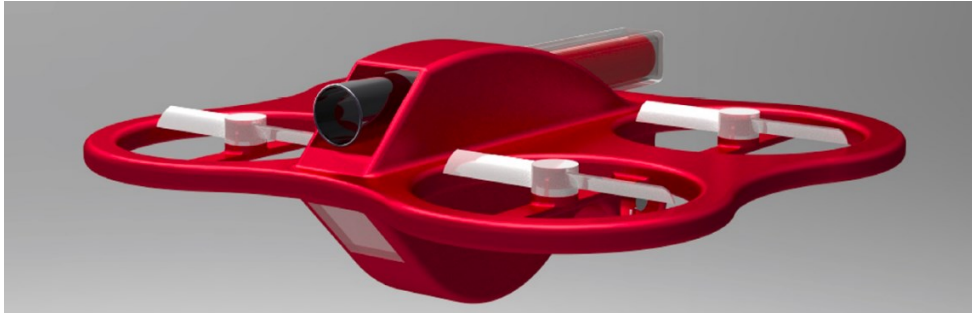
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PRODUCT INTRODUCTION

Product Name: Xtinguisher

Xtinguisher is a concept that involves the usage of Drones to combat fires in high rise buildings and/or skyscrapers that may prove difficult/impossible for firefighters to reach.

The product involves the combination of several high-tech/military-grade components on top of the traditional drone design that is usually used in photography.



This product should be utilised by being deployed alongside firefighters while they are still approaching the level/floor of the building where the fire is located at. In scenarios where entry by firefighters may prove overly risky or physically impossible, these drones can be sent in first to help reduce the number of fire hazards that the firefighters may encounter before they arrive.

Any firefighter that is dispatched should be able to operate the drone as long as they are provided with the necessary training and equipment needed to control the product itself. By which, this form of equipment should be safe to use and is safe to be used around other firefighters when they are conducting rescue operations.

This report covers the relevant UI display screens and information that will appear on the tablet controller during operations.

This report will focus on the following features:

1. Using the tablet controller to pair and remotely control the drone
2. Piloting the drone to the destination/target
3. Launching the payload at the target
4. Logging off/disconnecting from the drone after use



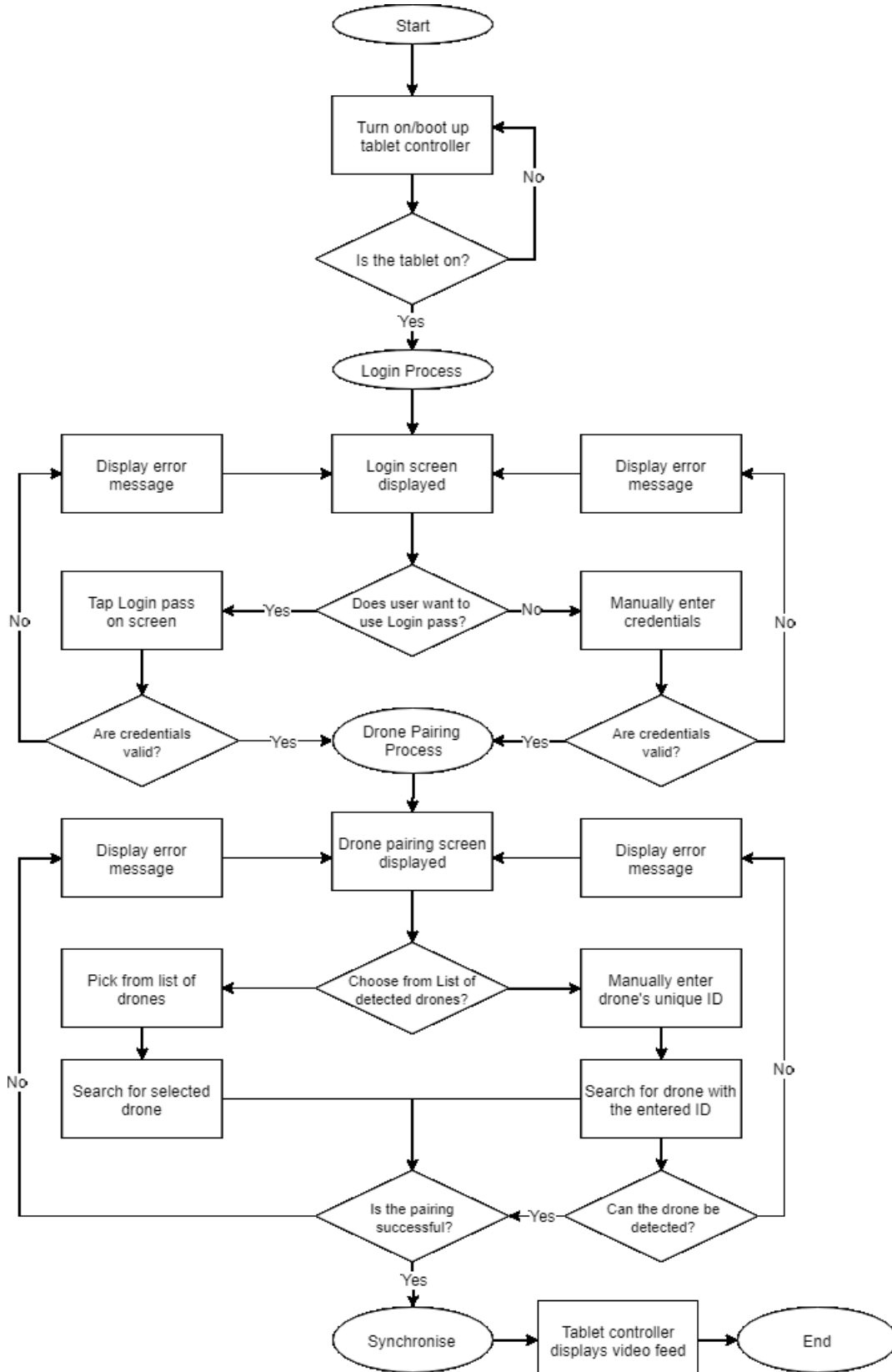
Flow Chart

Scenario 1 – Logging in/Pairing with drone & Logging off

Task Overview

Activating the controller tablet and pairing with a chosen drone.

Task Flowchart

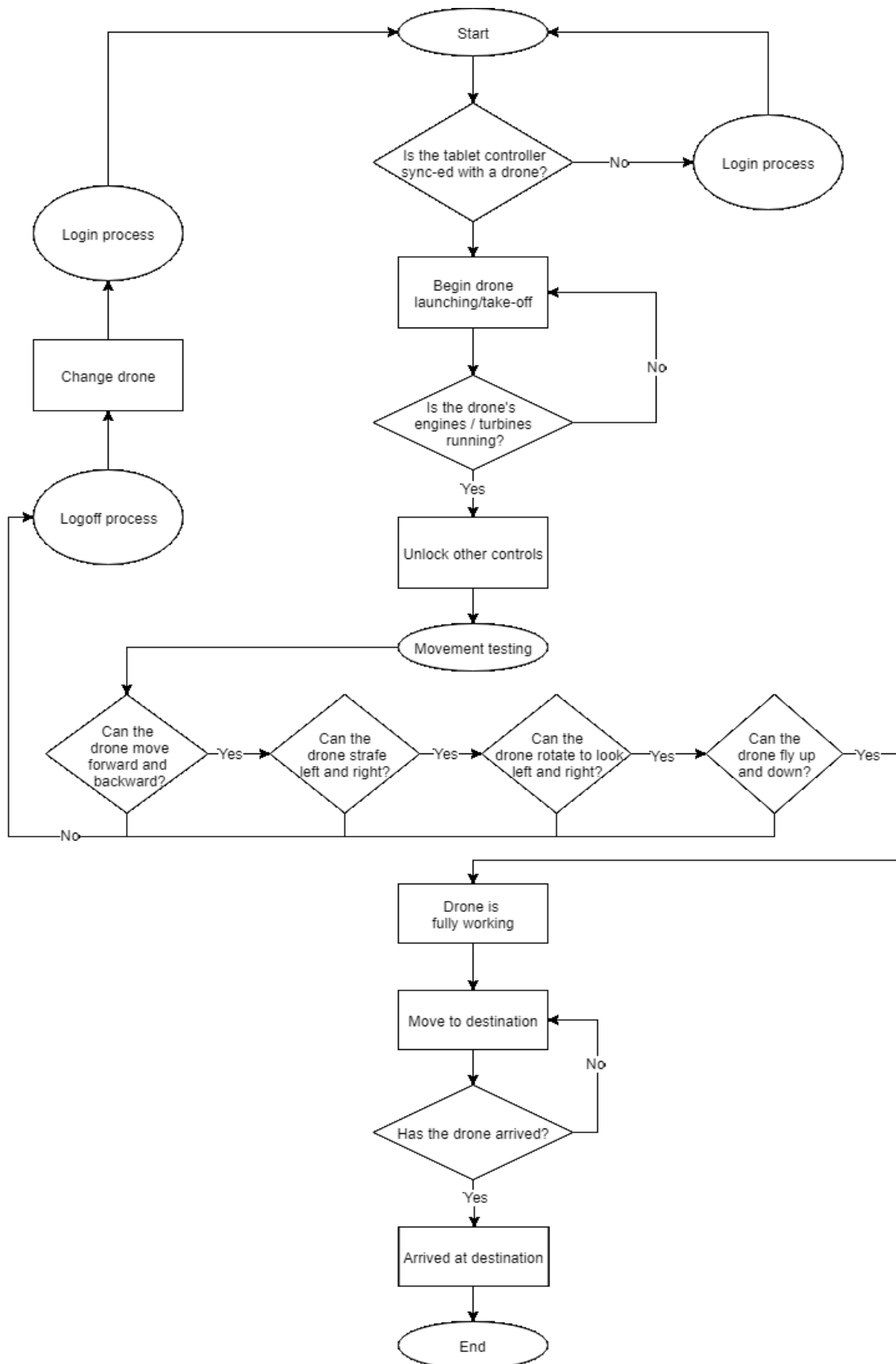


Scenario 2 – Flying the drone to the destination/target (fire) and back

Task Overview

Controlling the drone to reach from the ground/starting area to the destination/the fire.

Task Flowchart

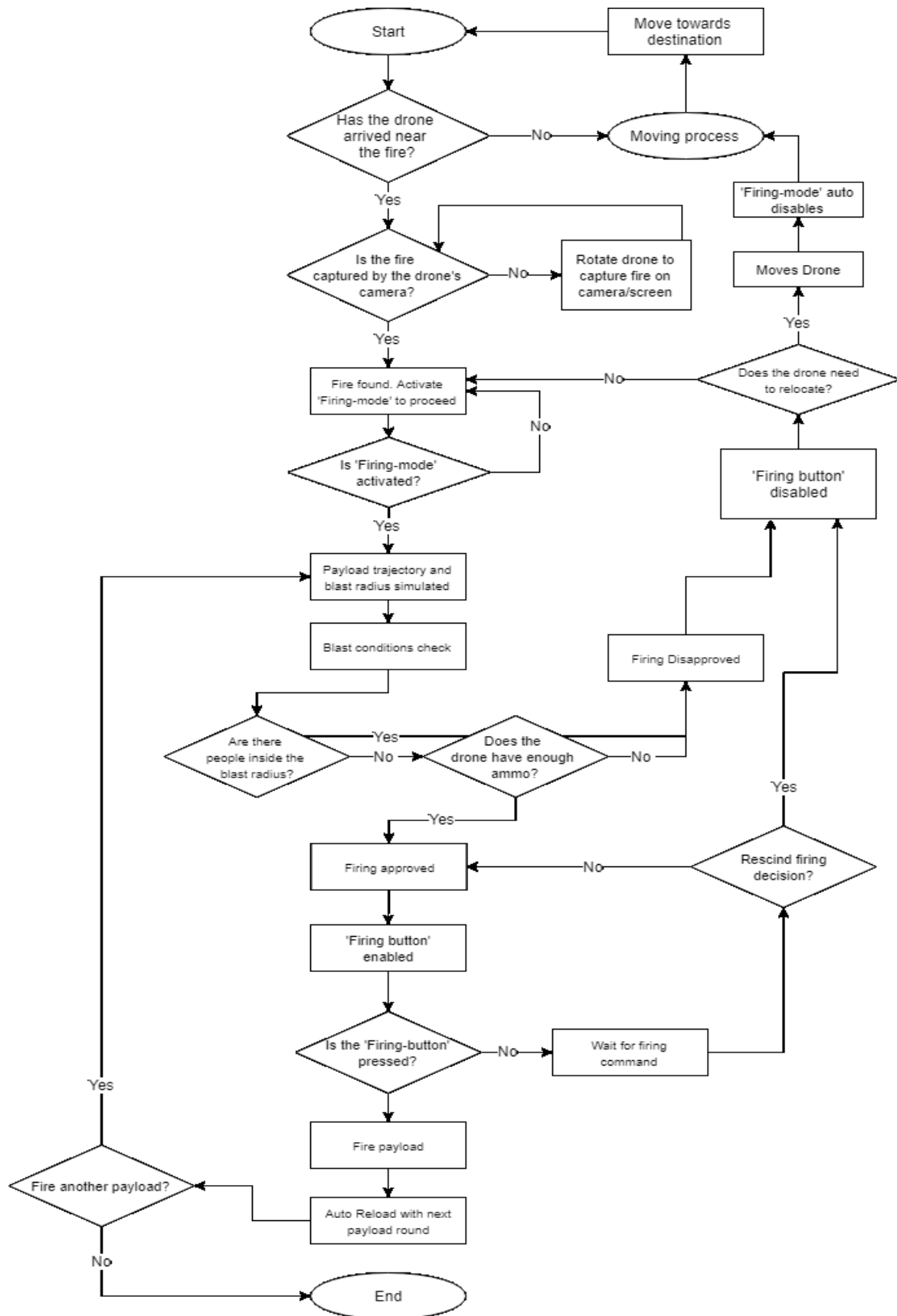


Scenario 3a – Launching the payload near the fire

Task Overview

Launching an extinguishing grenade at a fire.

Task Flowchart

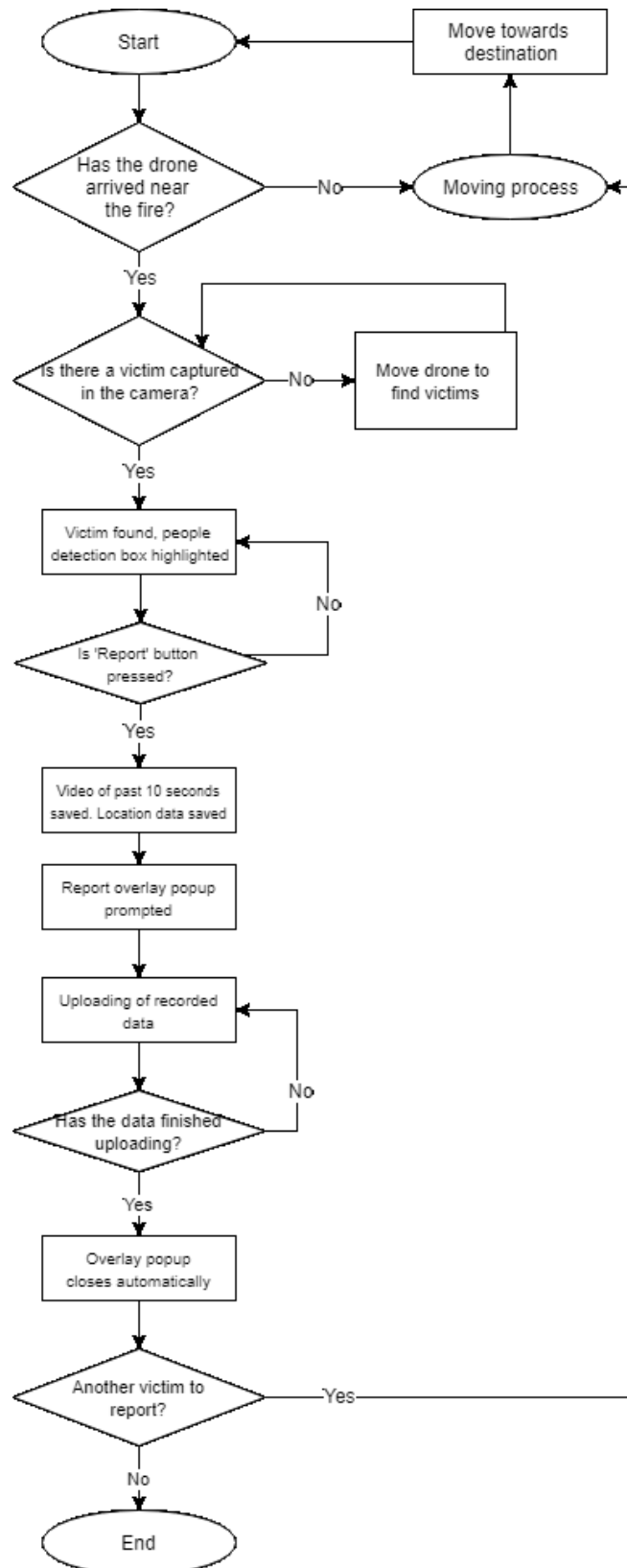


Scenario 3b – Searching for victims and calling for backup

Task Overview

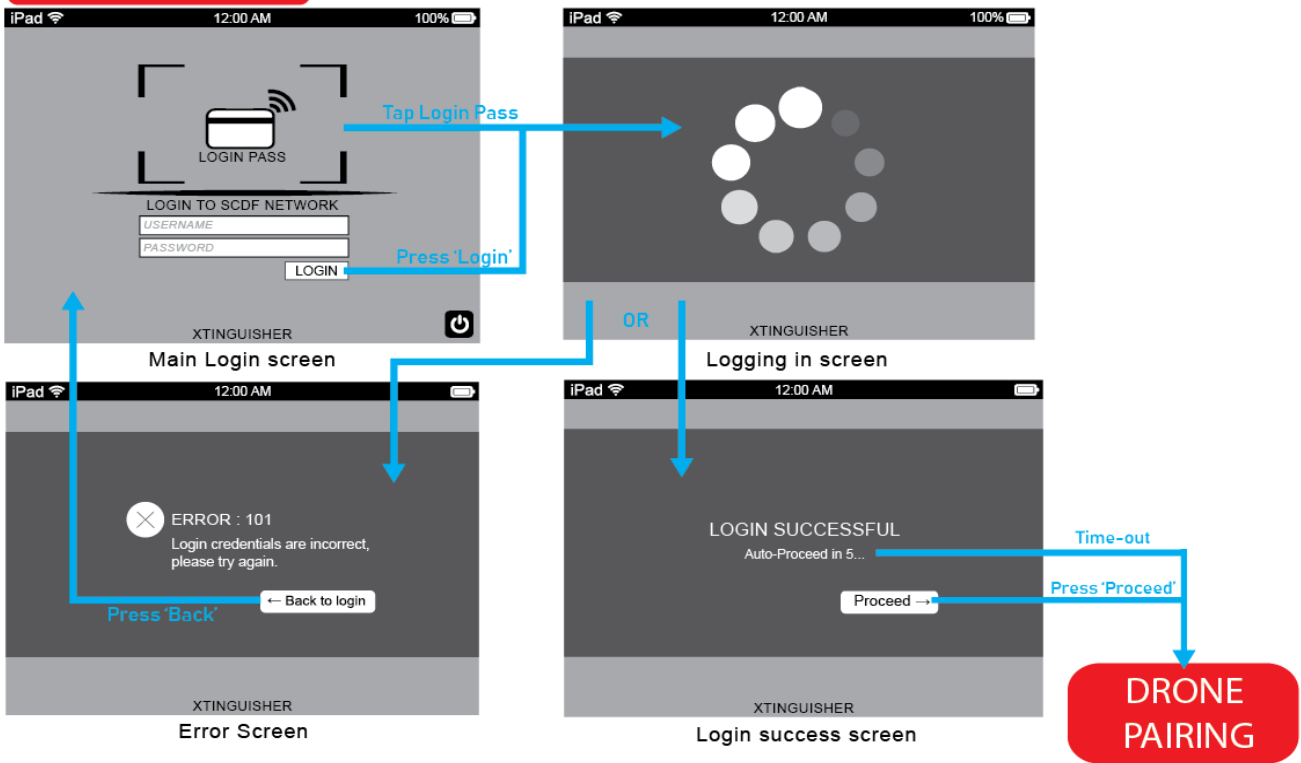
Using the drone’s heat-sensing camera and the tablet controller’s augmented reality to find victims among the fire and debris. Once found, send the video information to the cloud server/ operation supervisor.

Task Flowchart

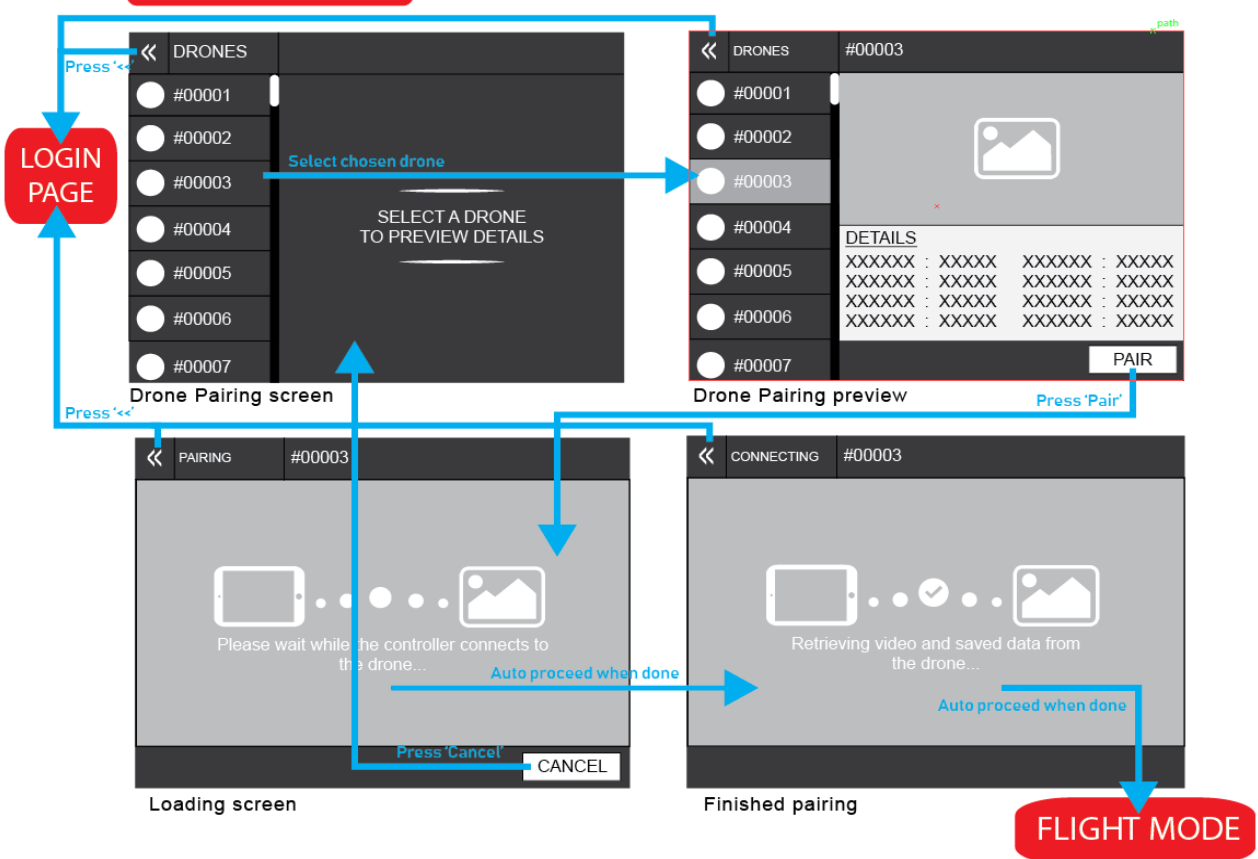


Wire Frames

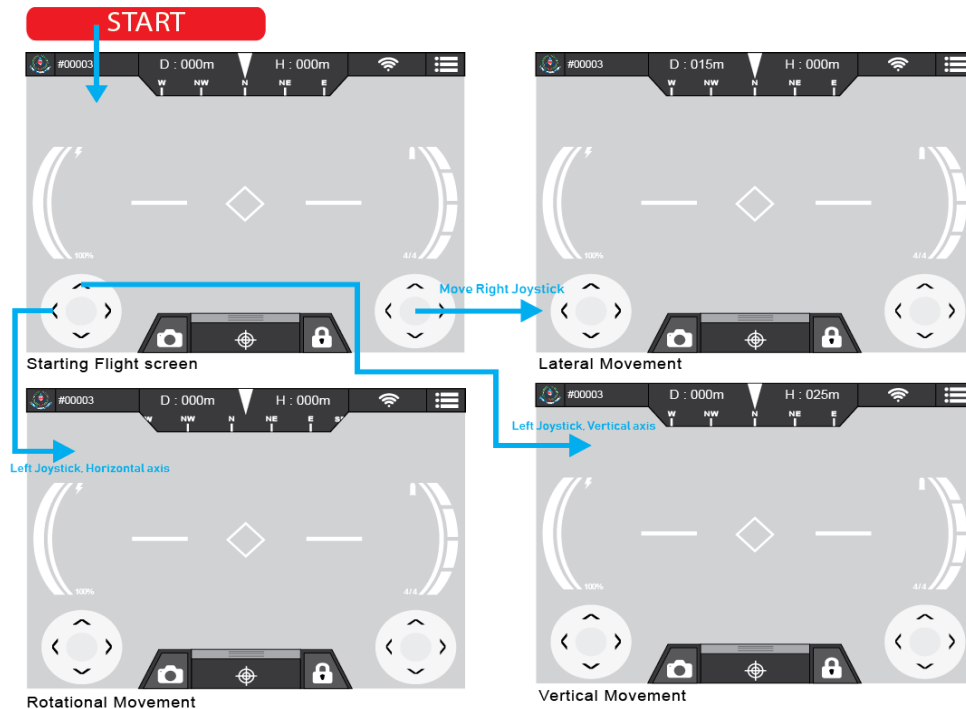
LOGIN FLOW



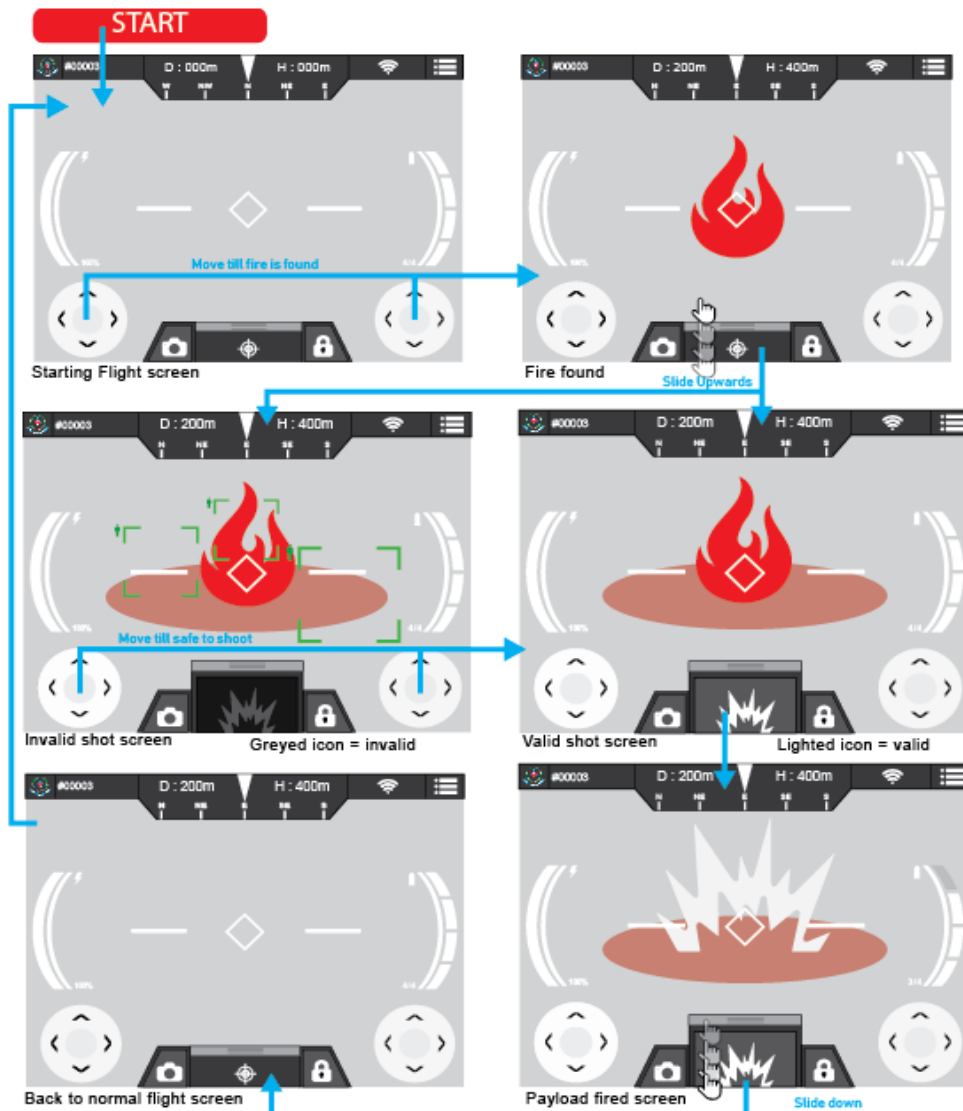
DRONE PAIR FLOW



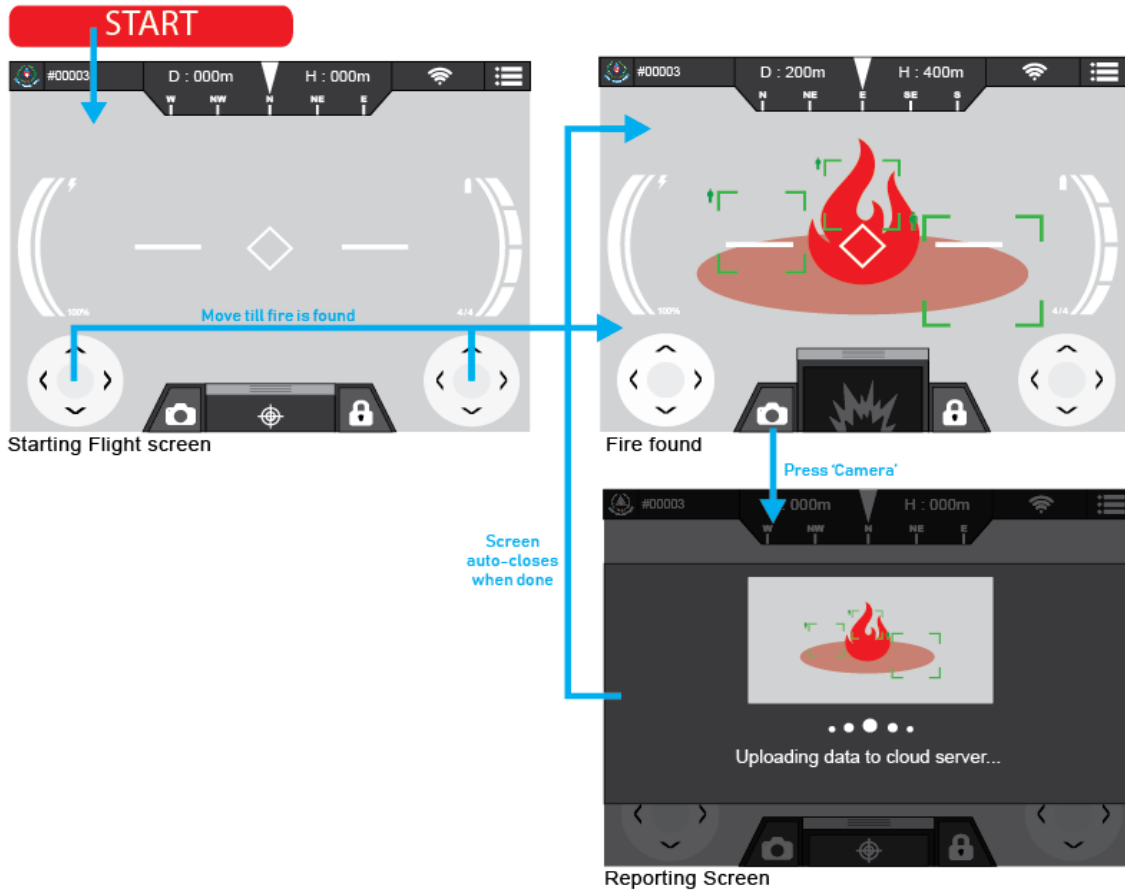
FLIGHT MODE FLOW



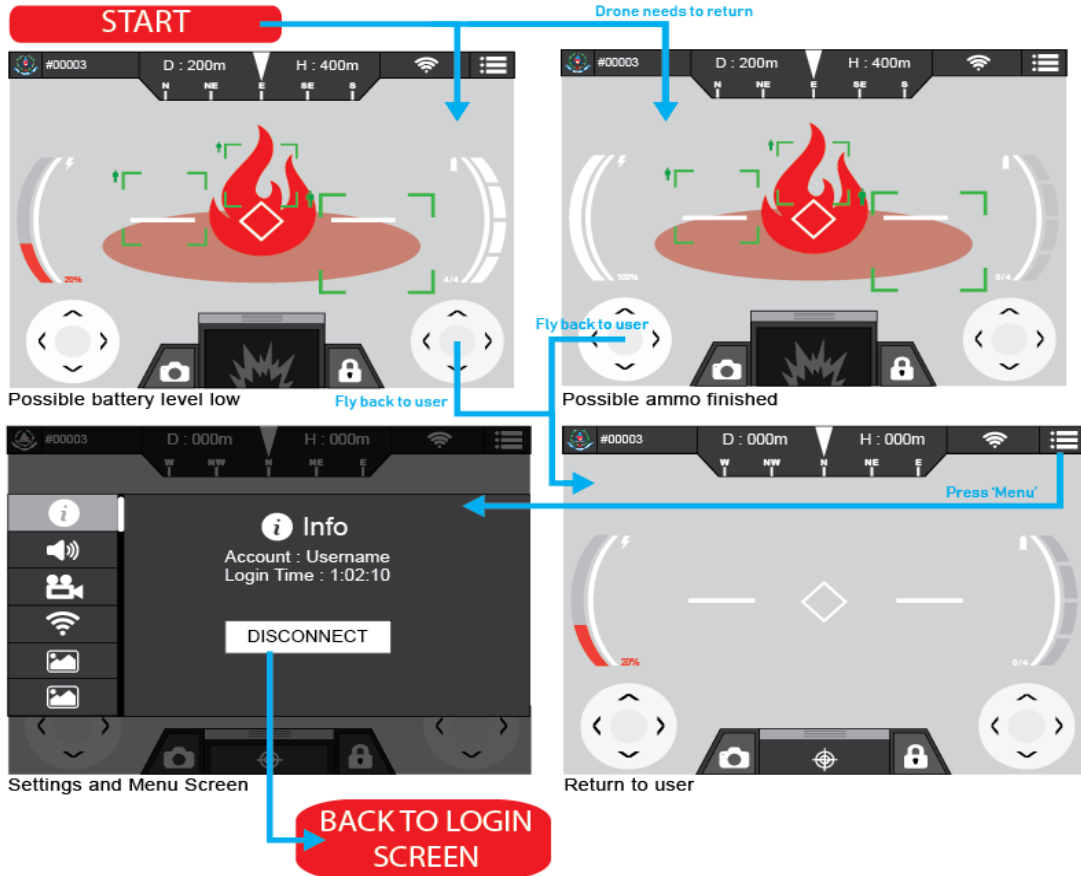
FIRING FLOW



REPORTING FLOW

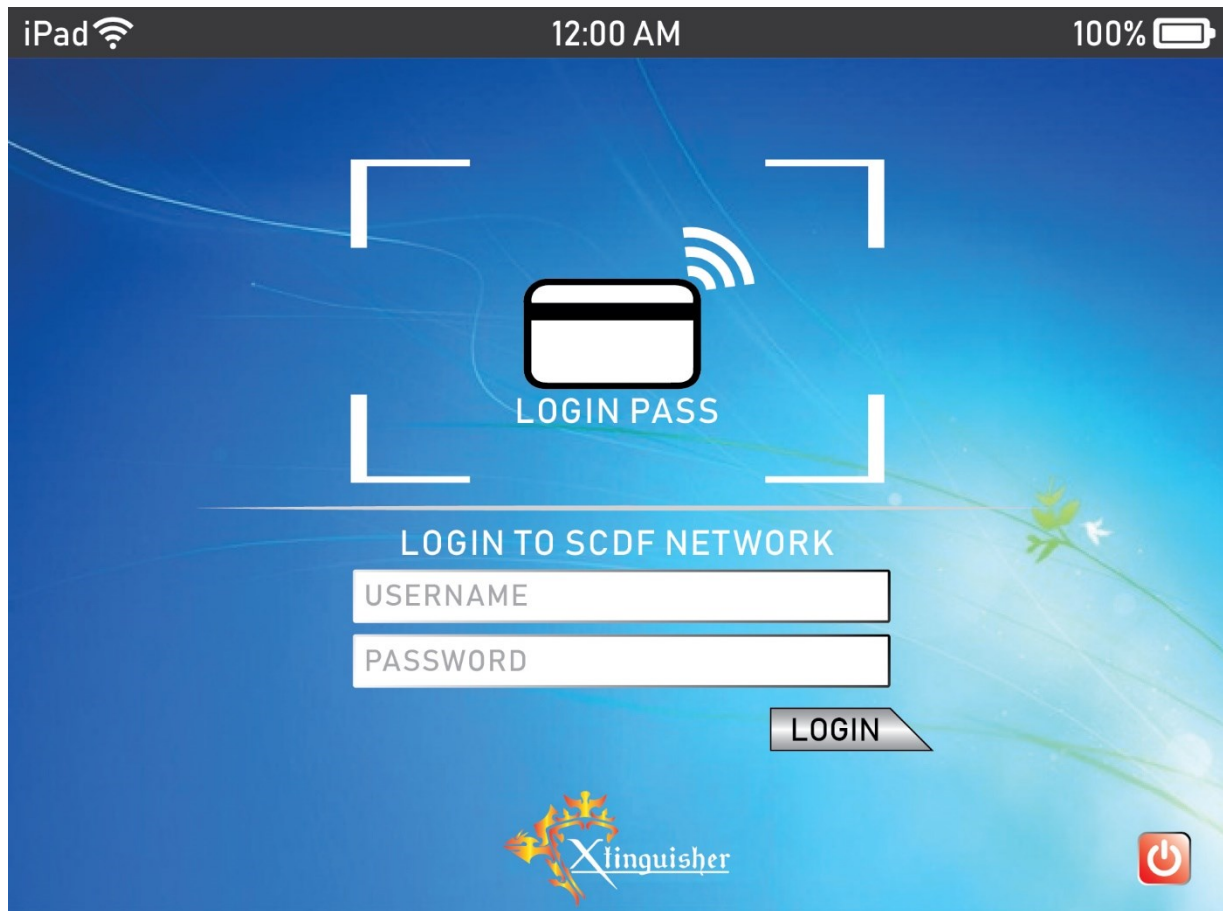


LOGOUT/POWER OFF FLOW



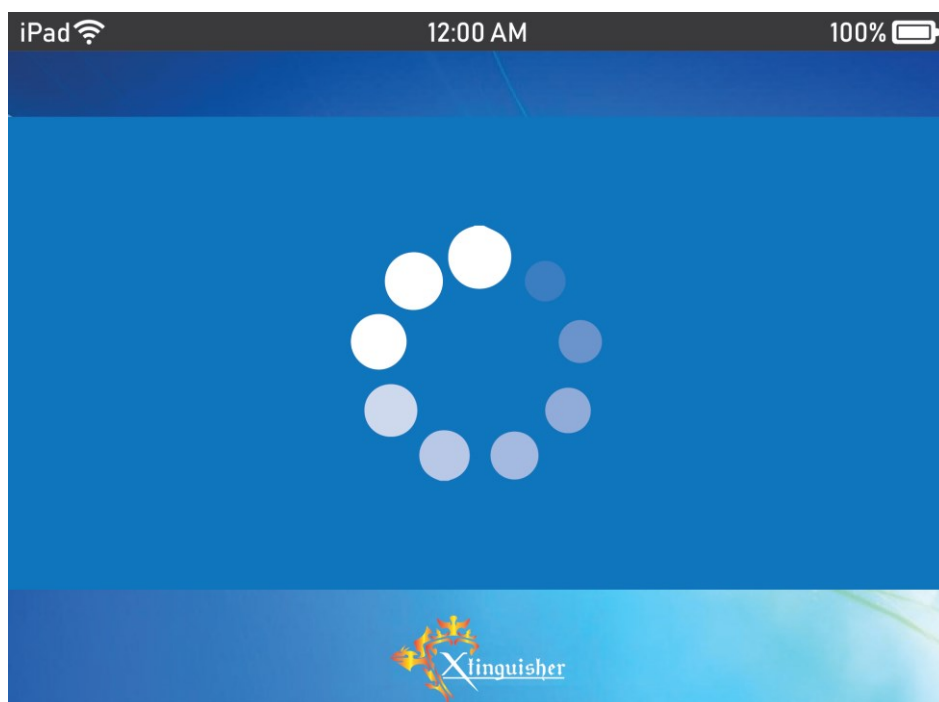
VISUAL MOCK-UPS

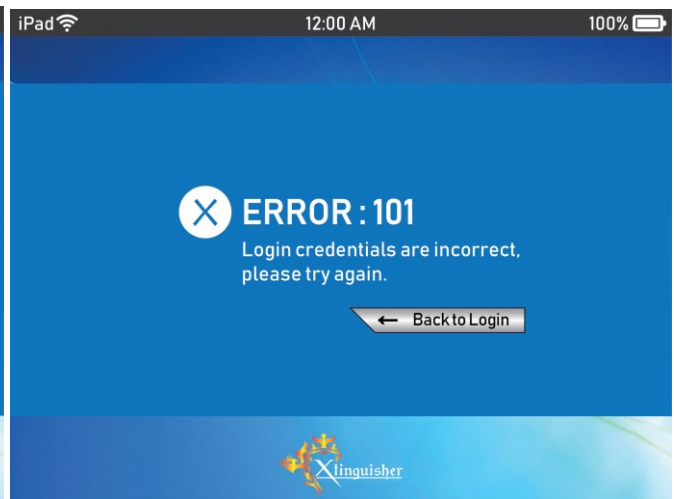
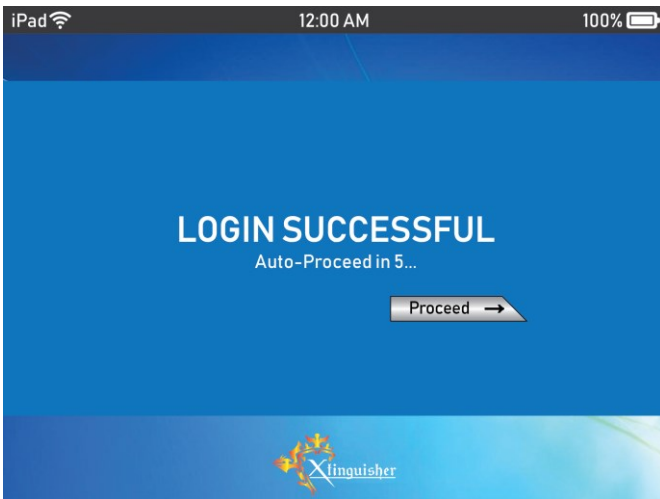
Login Screen



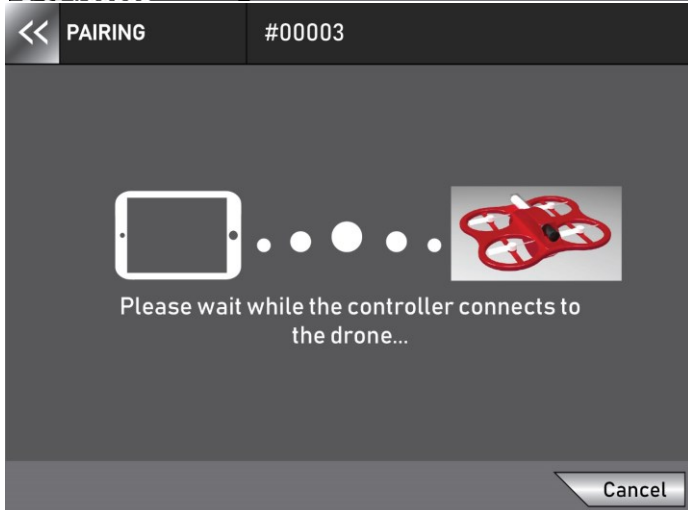
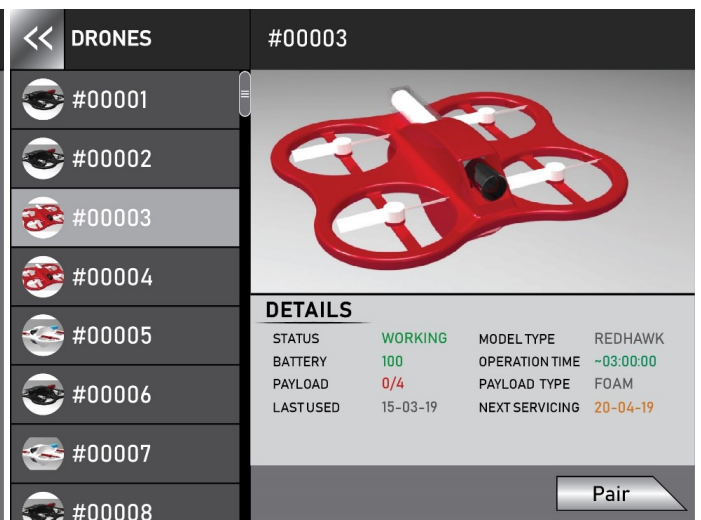
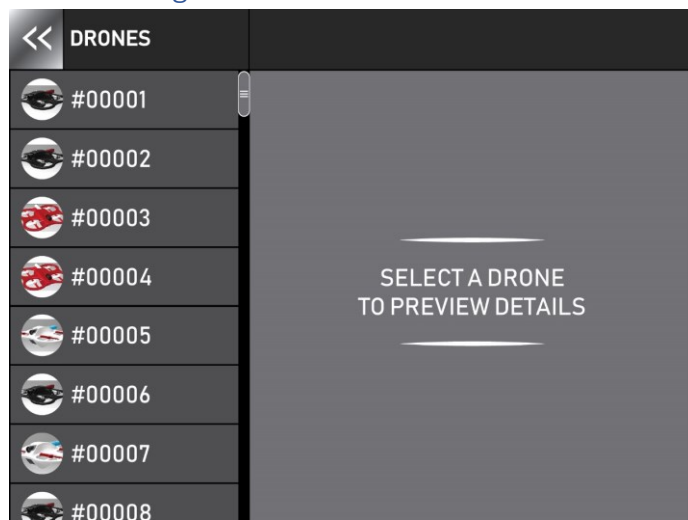
Simulated Windows default background

Assuming that military/civil defence forces will use their own Operating system, it should be safe to assume that they will be using an OS like windows on the tablet. Thus, I have made a mock-up of the login screen with the windows default background.



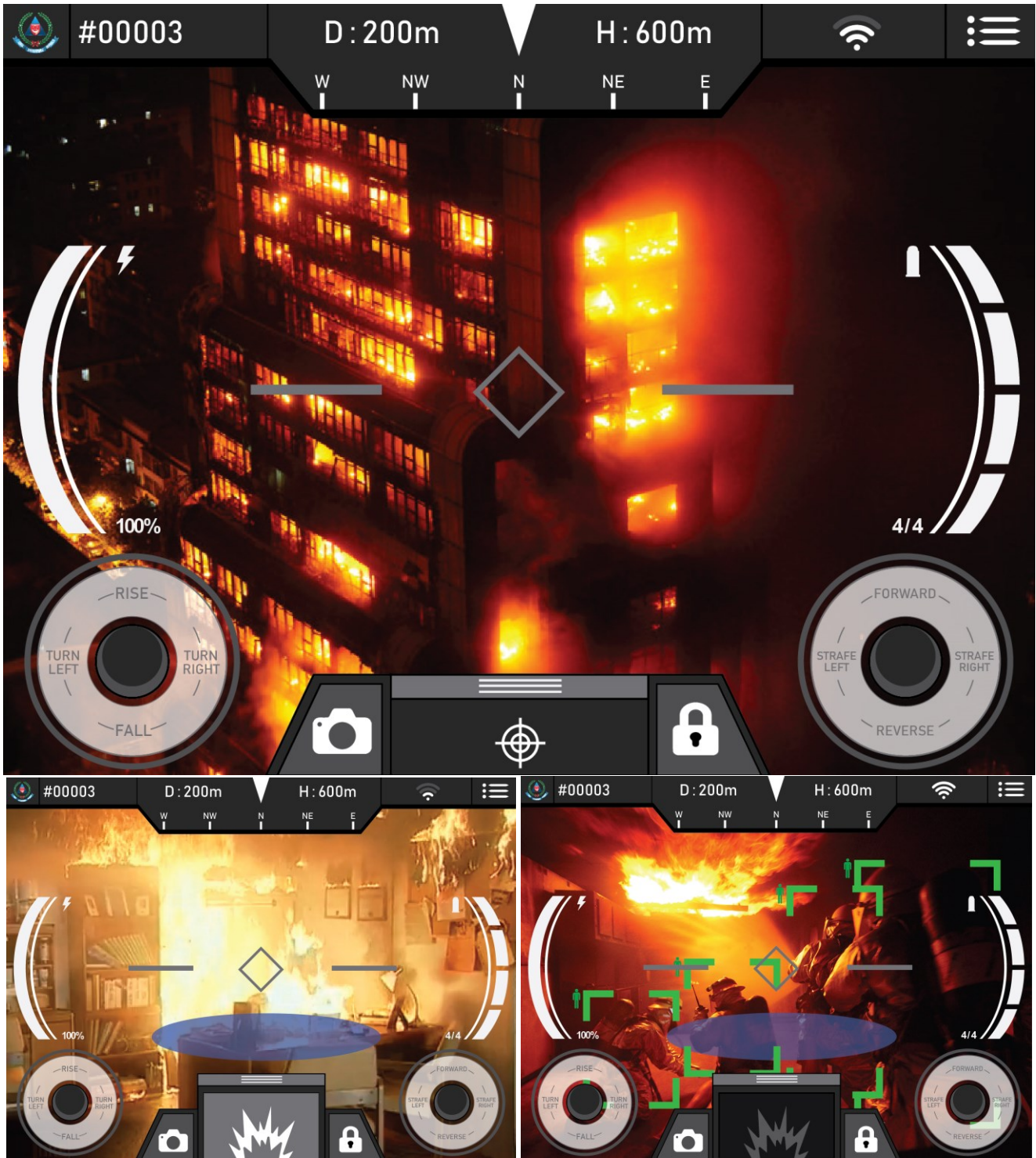


Drone Pairing Screen



Since the app will be designed for military/civil defence usage, the UI will not require too much superficial decorations and should be kept as simple as possible so that the UI will be easily understandable.

Flight and Firing Mode



While the flight UI retains its monochromatic colours of white and greys, the AR elements are coloured with colours that are complimentary (or in this case, split complimentary) to the normal colours of a fire, which is usually variations of red to reddish orange and therefore blue and green has been chosen.

COLOUR PALETTES

707074 RGB: 112-112-116 RGB [%]: 43.9-43.9-45.5	4E4E50 RGB: 78-78-80 RGB [%]: 30.6-30.6-31.4	282829 RGB: 40-40-41 RGB [%]: 15.7-15.7-16.1	060607 RGB: 6-6-7 RGB [%]: 2.4-2.4-2.7	070708 RGB: 7-7-11 RGB [%]: 2.7-2.7-4.3
Primary color				
42AC84 RGB: 66-172-132 RGB [%]: 25.9-67.5-51.8	239F70 RGB: 35-159-112 RGB [%]: 13.7-62.4-43.9	0A8B5A RGB: 10-139-90 RGB [%]: 3.9-54.5-35.3	017247 RGB: 1-114-71 RGB [%]: 0.4-44.7-27.8	005636 RGB: 0-86-54 RGB [%]: 0-33.7-21.2
Secondary color #1				
FFB661 RGB: 255-182-97 RGB [%]: 100-71.4-38	EC9734 RGB: 236-151-52 RGB [%]: 92.5-59.2-20.4	CE750F RGB: 206-117-15 RGB [%]: 80.8-45.9-5.9	A85B01 RGB: 168-91-1 RGB [%]: 65.9-35.7-0.4	804400 RGB: 128-68-0 RGB [%]: 50.2-26.7-0
Secondary color #2				
F55D6F RGB: 245-93-111 RGB [%]: 96.1-36.5-43.5	E23247 RGB: 226-50-71 RGB [%]: 88.6-19.6-27.8	C50F24 RGB: 197-15-36 RGB [%]: 77.3-5.9-14.1	A10114 RGB: 161-1-20 RGB [%]: 63.1-0.4-7.8	7A000E RGB: 122-0-14 RGB [%]: 47.8-0-5.5
Primary color				
FF6A00 RGB: 255-106-0 RGB [%]: 100-41.6-0	FF6A00 RGB: 255-106-0 RGB [%]: 100-41.6-0	FF6A00 RGB: 255-106-0 RGB [%]: 100-41.6-0	D45800 RGB: 212-88-0 RGB [%]: 83.1-34.5-0	A44400 RGB: 164-68-0 RGB [%]: 64.3-26.7-0
Secondary color #1				
1083FB RGB: 16-131-251 RGB [%]: 6.3-51.4-98.4	0077F3 RGB: 0-119-243 RGB [%]: 0-46.7-95.3	0055AE RGB: 0-85-174 RGB [%]: 0-33.3-68.2	00448A RGB: 0-68-138 RGB [%]: 0-26.7-54.1	00346B RGB: 0-52-107 RGB [%]: 0-20.4-42
Secondary color #2				
00FD2C RGB: 0-253-44 RGB [%]: 0-99.2-17.3	00F72B RGB: 0-247-43 RGB [%]: 0-96.9-16.9	00C823 RGB: 0-200-35 RGB [%]: 0-78.4-13.7	00A21C RGB: 0-162-28 RGB [%]: 0-63.5-11	007D16 RGB: 0-125-22 RGB [%]: 0-49-8.6

STYLE GUIDE

XTINGUISHER STYLE GUIDE

SWATCHES



TYPOGRAPHY

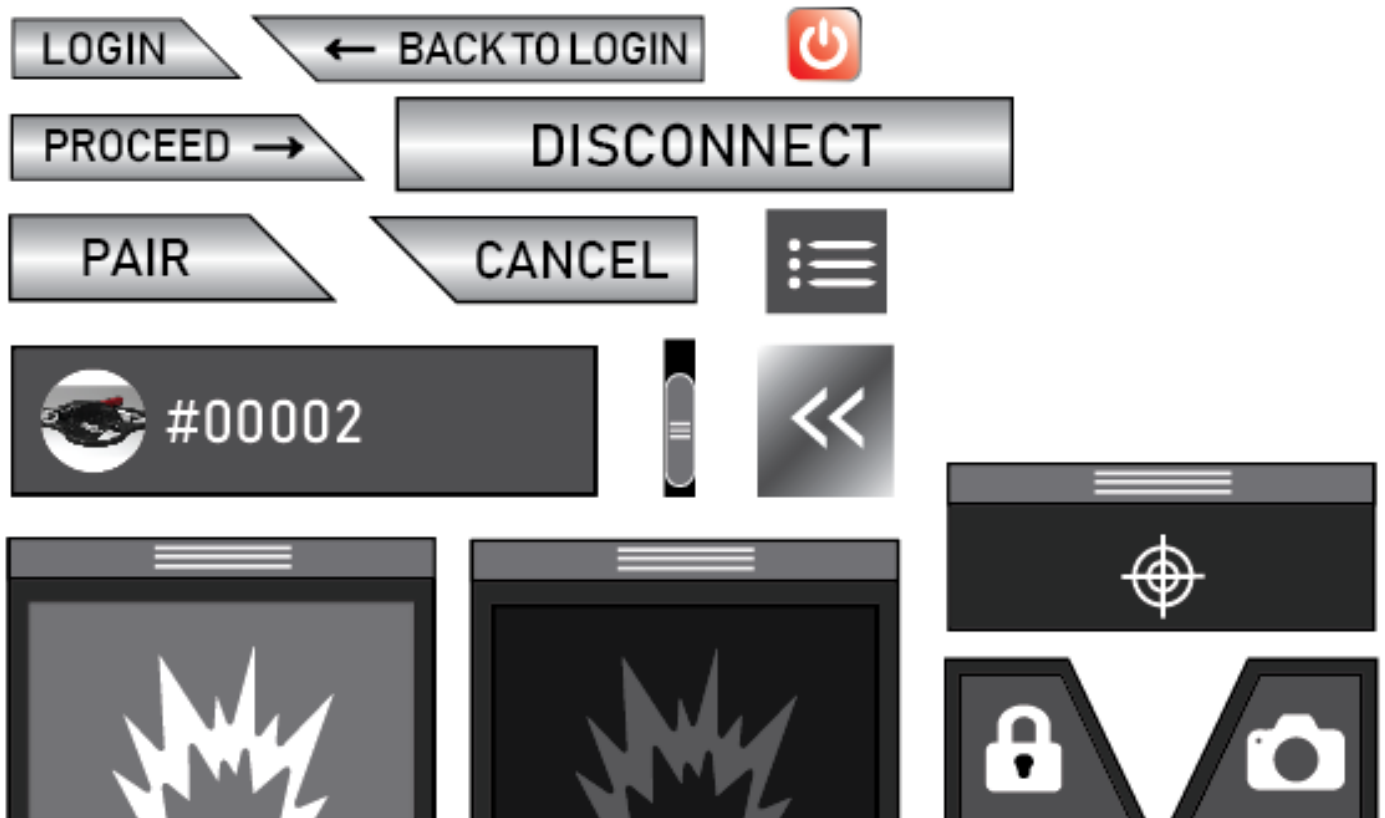
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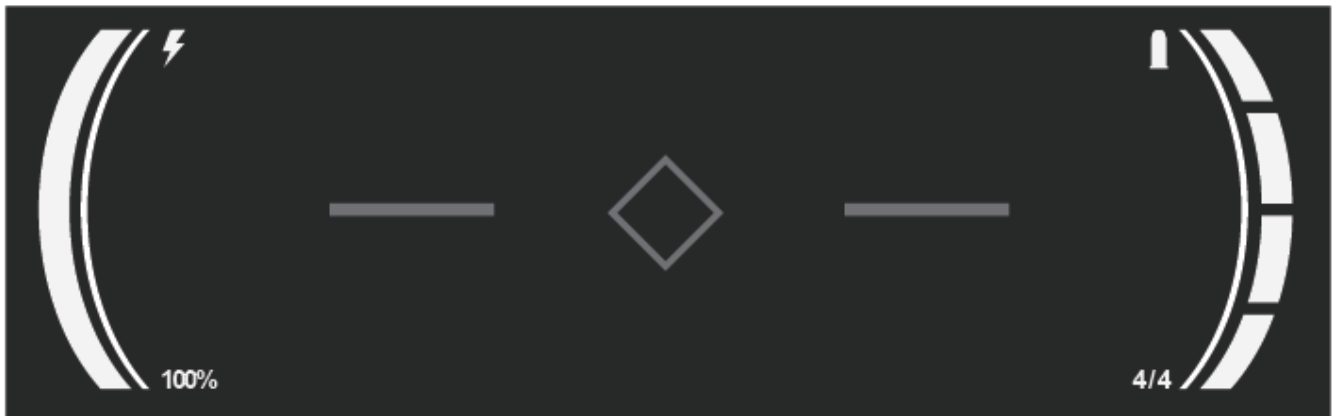
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BUTTON STYLES



FLIGHT UI



JOYSTICKS

