OnPoynt Drone Racing Video System

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Abstract
OnPoynt is a company that supplies drones for drone racing in schools. The company wants to add an application that contains information regarding drone races scheduled for a certain period, racers profiles, and live-streams and archived versions of drone racing videos. This team’s assignment is to, using the supplied hardware, store videos in a database, link each video to a unique key, and a certain player. The team has done research and found the requisite software to transport one video for this first phase of the project. The second phase will involve working with different video streams simultaneously.

Results

Performance Metrics
We measured the success of our project using sponsor feedback and our success in transporting archived videos and livestream videos from YouTube to the application.

Summary
The project will contribute to the user by displaying their own drone race live stream, including after the race they are able to watch it through the app if desired. The project will contribute to the company by adding up a requirement or giving them a view or display on how they can achieve their perfect goal, but also have an idea on how they can achieve a functionality for the user and making their company to be fun and unique. The project can expand from schools in cities by developing and expanding new races through videos of other people races making it fun and interested which it will grow to other schools and cities plus states.

Impact

Architecture

OnPoynt Drone Racing and Gaming System