## Unmanned Ground Vehicle (UGV) Forge Justin Le (CpE), Jerry Lee (CpE), Kevin Ross (EE), Derrell Record (CpE)



# Objective

UGV is an autonomous rescue ground vehicle capable of delivering supplies to transmitted GPS coordinates. After being dropped via UAV, the UGV navigates during aerial descent using a controlled paraglider to give precise landing position. After surviving up to a 150ft land, the vehicle autonomously navigates to GPS locations provided via the Ground Station. The UGV will incorporate obstacle detection for smart maneuvering and effective navigation. This functionality is geared towards the winning 17th annual Student Unmanned Aerial Systems Competition (SUAS) hosted by the Association for Unmanned Vehicle Systems International (AUVSI).

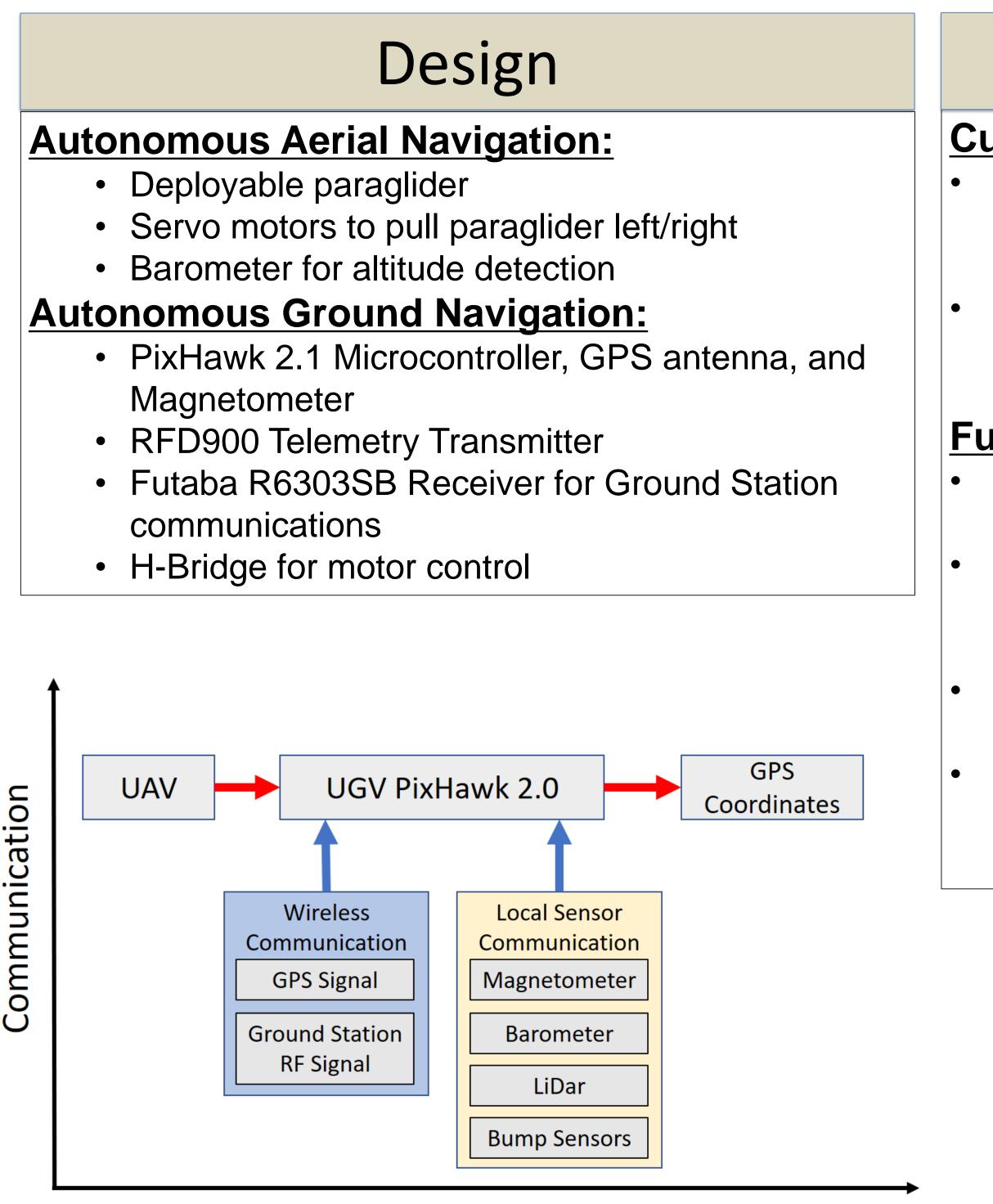
We also later want to extend beyond the initial objective to incorporate modularization in a way that the UGV can have multiple functionalities using a single design.

## Approach

- Research to determine hardware components
  - Purchase initial components
  - Build and test first prototype  $\bullet$
- Develop Software algorithms and AutoCAD design
  - Integrate software into hardware
  - Test full system and troubleshoot problems ullet
- Test paraglider landing and steering device on dummy object
- Make necessary changes to system to meet requirements
- Testing and design changes
- Move forward to improvements of system

Professor QV Dang

Department of Electrical Engineering and Computer Science



Position



THE HENRY SAMUELI SCHOOL OF ENGINEERING UNIVERSITY of CALIFORNIA • IRVINE

## Current vs. Future Work

### Current

Hardware

- Components are being implemented
- Weight is being balanced and optimized Software
- Firmware for autonomous ground movement has been started

### Future

- Software Continuation
- Firmware for both ground and flight movement Testing
- High altitude flight tests using landing mechanism
- Optimization
- Optimize software for faster processing Modularization
- Modularize vehicle to add additional functionalities to current design

