Our purpose is to develop a system to track the air pressure, altitude, and location of our group’s rocket. This project will serve our group in the competition, as well as the school’s reputation. Some background on the project is that it’s an organization sponsored program from the AIAA to help develop and innovate new rocketry designs.

Our specific job in the project is avionics which focuses on tracking, altitude, and landing protocols. Microcontrollers will need to be used to help control these features. Management will be handled by delegating parts of these subjects among our group members according to skill level and proficiency. Phases will be determined by how we prioritize the tracking, landing, and altitude sensing. From there, we can determine our phases and draw our benchmarks.

The final result is the goal of the AIAA ESRA team is to successfully launch a rocket to at least 30,000 feet. Successful launch will ensure continued funding for the AIAA teams at Oregon State University.
Key Lessons

- Design with room for unexpected thing
- Inquire early with other subteams about their designs and got it affects yours
- Have Saturdays open
- Make Engineering Requirements more modular