Team 315: AI-based Low-Cost Flight Simulator

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• Description: A cost-effective flight simulator designed to serve as an educational and

training tool, providing an accessible platform for students, enthusiasts, and professionals

to experience flight dynamics and aviation principles in a controlled environment.

• Goal: Develop a system that balances affordability with functional capability, enabling

realistic flight simulations without the prohibitive costs of high-end systems.

• Primary market: Educational institutions

• Secondary market: Aviation Enthusiasts and professionals, Flight Schools, Aviation

Technology Companies, Professional Drone Racers

• Assumptions: System must be compatible with standard PC hardware and peripheral

flight controls.

• Stakeholders: Dr. McConomy, Dr Chuy, Dr. Vasconcelos, Dr. Pan, Dr. Amarasinghe