

## Data Variables

Data variables will be tracked throughout the application and passed between components using props or context. There are other finer variables which may be added as development continues. The following variables are the most important data we are tracking throughout the application.

- Model (GLB file) - The building the user is in
  - X translation
  - Y translation
  - Z translation
  - X-Axis rotation
  - Y-Axis rotation
  - Z-Axis rotation
- Path (Traversable) - There may be multiple paths tracked at once
  - Current index (int)
  - Points (array of point objects)
  - Radius
  - Resolution
  - Color
  - X translation
  - Y translation
  - Z translation
  - X-Axis rotation
  - Y-Axis rotation
  - Z-Axis rotation
- Point (object) - Points on a path as it relates to the drone data
  - Interest Score (float, Weighted Value)
  - Timestamp (datetime) - Time from start
  - X (float)
  - Y (float)
  - Z (float)
  - Pitch (float)
  - Yaw (float)
  - Roll (float)
- Inspection Point - A set of inspection points for the building
  - X (float)
  - Y (float)
  - Z (float)

## Public Data Locations

The following data is our persistent “public” data, which consists of helper

- public

- assets
  - marker\_data
    - Marker\_Data.json
  - models
    - Drone\_Space\_Low\_Res.glb
      - drone
        - scene.bin
        - scene.gltf
        - textures
          - DefaultMaterial\_baseColor.jpeg
          - ...
  - paths
    - Subject\_1\_Run\_1.json
    - Subject\_1\_Run\_2.json
    - ...

## Context

We will track global data throughout the application using context. Specifically, we are tracking:

- Mouse Data
- Drone Data
- Path Data
- Alignment Data