Low Hanging Fruit:

- UI elements are not consistent across the application
- Implement unified UI and Icon family
- Left navigation on plan and flight use inconsistent UI
- Inconsistent Spacing, input fields, titles, descriptions, buttons, UI elements, and content distribution, across Vehicle Setup, Application Settings, and Analyze Tool screens
- • Have Consistent navigation
- It's hard for the user to understand what section they are in, especially when the main navigation changes while in planning mode
- Warning/Error messages get in the way of important content, information, or interactions
- Consistent UX experience:
- The use of the main toolbar area is inconsistent across different section
- The mission command list can be hard to read but have better spacing between text and input fields

Low Hanging fruit improvements that will have high rewards:

• Global Shared Elements
  - Main Toolbar
  - Status Icons

• Fly Section
  - Fly Tools
  - Guided Bar (Fly Buttons)
    + Arm, Disarm, Emergency Stop
    +Takeoff
    + RTL
    + Land
    + Pause
    + Change Altitude
    + Go to location
  - Instrument Panel
    + Telemetry page
    + Values
    + Camera
    + Video Stream
    + Health
    + Vibration
  - Video Stream

- **Plan Section**
  - Planning Tools
  - Mission Command List
    + Titles
    + Descriptions
    + Checkboxes
    + Radio buttons
    + Input Fields
    + Dropdown
    + Menu
    + Mission Control Command Editor
  - Terrain Altitude

- **Patterns**
  - Lists
  - Cards
  - Buttons
  - Primary Nav
  - Secondary Nav
  - Dropdowns
  - Radio Selector
  - Checkboxes
  - Input Fields
  - Drag Elements
  - Modals
  - Tooltips
  - Flyouts
  - Help Icons
  - Wizards
  - Titles
  - Descriptions
  - User Feedback (warning/error/success)

General Improvements

- A better description for indoor/outdoor theme, currently it's confusing
- Have tooltips for things, look at Comm Links as an example
- Preview logo uploaded logo
- Limit font size or at least give user warning that UI will look strange
- Maybe not have to restart the app to implement the change

- Undo Button
- Better Contrast of waypoints on the lite colored map
- Click/Tap and drag on waypoint moves it, currently, you have to click/tap and to select then you can move it
- Have Icons for each type of command on the Command-List
- Center options don't work properly
- Remove all items from Command-List or reset the mission
- Warning messages should be more human-readable
- Positive messages should not be in yellow like when you upload a plan to a drone
- Show/Hide Qgroundcontrol Logo
- Users can upload a lite/dark logo and Icon Logo (similar to favicon)

Questions to ask:

Is there currently a way to change the color theme?

200% Ideas

- Previous Missions History/List
- Vehicle List
- As part of app setup be able to choose a primary or secondary color and add a logo, possibly give feedback about Accessibility
  On the mission command list, be able to move commands by dragging and dropping
- Have themes for different light environments (dark, sunny, cloudy, etc)
- Simulate flight path/mission 2D/3D
- Timeline progression of flight
- Mission(s) Dashboard

Initial Meeting Notes

Low hanging fruit

- Places within the current workflow that can be improved for the user experience, fix the shortcuts that were taken on the technical side
- Improve UI overall

200%

How do we make a fresh start on this, what is it that users are trying to achieve here, knowing what we know now, what can we improve, but don't turn the platform upside down because there are a lot of people already using this.

For the visual design of the 200%, we have a few challenges about contradicting goals, We can take the knowledge of the design system from flight analysis in too ground control but it's an open-source product and will be used by our competitors and it will be white-labeled.

Have parity on tablet and desktop, min size is a tablet.