



HOWARD
UNIVERSITY



NOVAORBIT CORP
PRECISION IN MOTION

Autonomous Environmental Monitoring Drones (AEMDs) for Lunar Exploration

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Background

- Lunar surface challenges: Extreme temperatures, abrasive dust, and GPS-denied navigation.
- Need for reliable environmental monitoring, communication, and power for astronaut missions.

Problem Statement

"Lunar surface technologies face significant challenges due to harsh, ever-changing conditions, necessitating reliable environmental monitoring, communication, and long-lasting power for autonomous drones assisting astronauts."

DESIGN CONSTRAINTS

AEMD Lunar Drone – Key Constraints

Extreme Temperatures: Operates from -173°C to $+127^{\circ}\text{C}$

Radiation Exposure: Needs radiation-hardened electronics

Lunar Dust: Must resist abrasive, electrostatic regolith

Low Gravity: Affects mobility, stability, and sensor tuning

Power Limits: minimal battery use

Comms Delay: 1.3s latency; limited bandwidth

Edge-only processing

Mass & Volume Limits:

SOLUTION DESIGN

Key Components:

- **Transmitter:**

- **ESP32-S3 with onboard sensors:**

- **BMP388** – Barometric pressure and altitude
 - **INA219** – Voltage, current, and power measurement
 - Communicates wirelessly via **ESP-NOW**

- **Receiver:**

- **Seeed Studio XIAO ESP32-S3**

- **Receives data via ESP-NOW**
 - **Forwards data to Raspberry Pi via UART**

- **Graphical User Interface (GUI):**

- **Built with Python Tkinter**

- **Displays real-time plots, system alerts, and telemetry data**
 - **Supports data export and monitoring feedback**

SPRINT 1: HARDWARE PROTOTYPING

Challenges:

- Power constraints
- Limited processing on ESP32-S3
- Wiring complexity

Solutions:

- ✓ Adaptive power management
- ✓ Improved hardware persistence and layout optimization

SPRINT 3: PIPELINE

Challenges: Failing Sensors, Data transfer

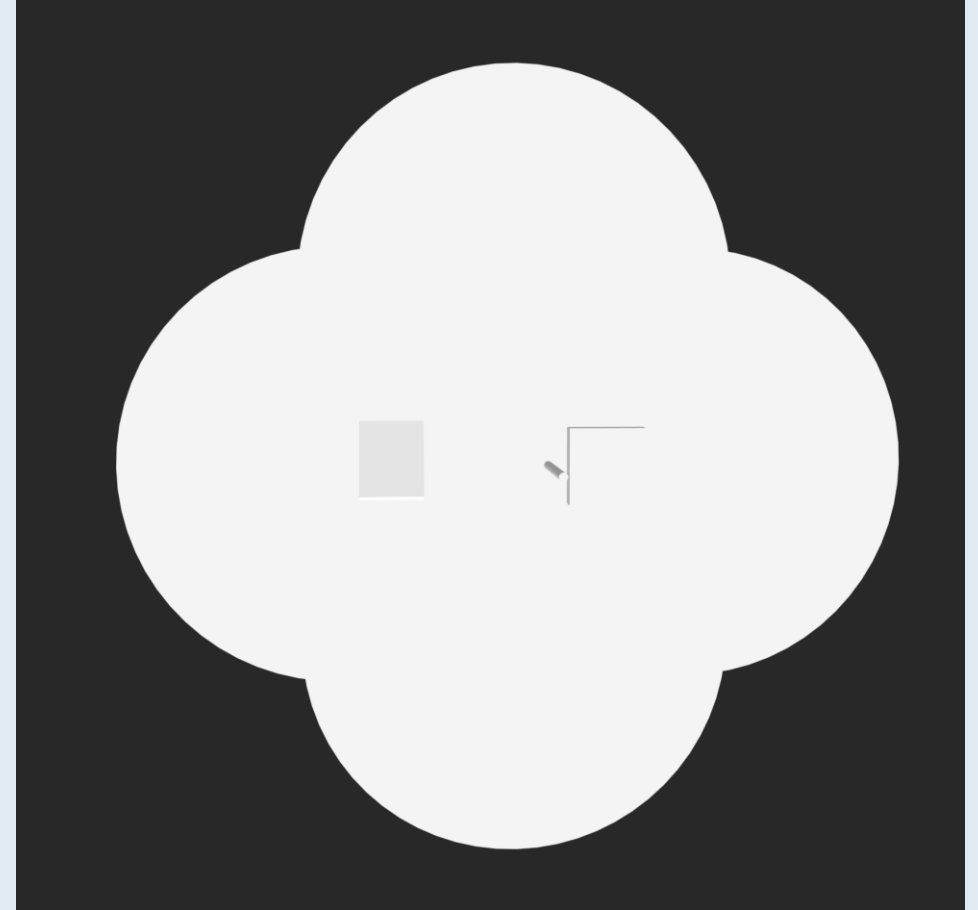
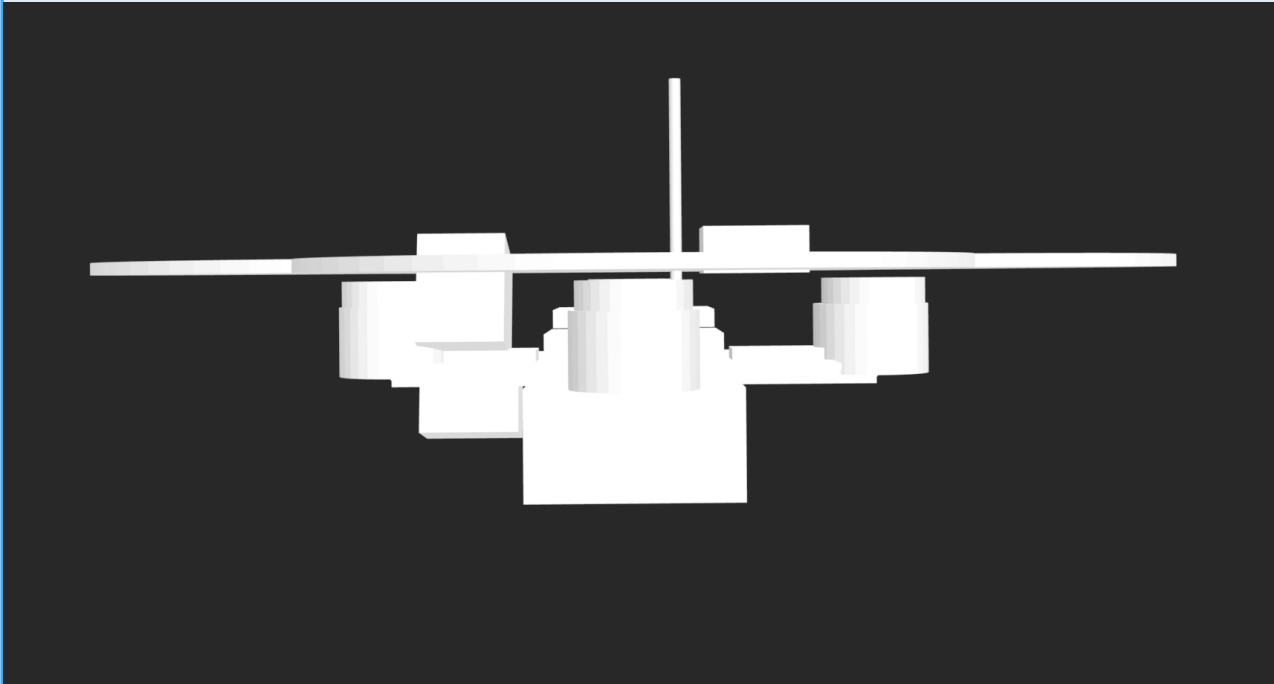
- Refactoring

SPRINT 2: SOFTWARE INTEGRATION

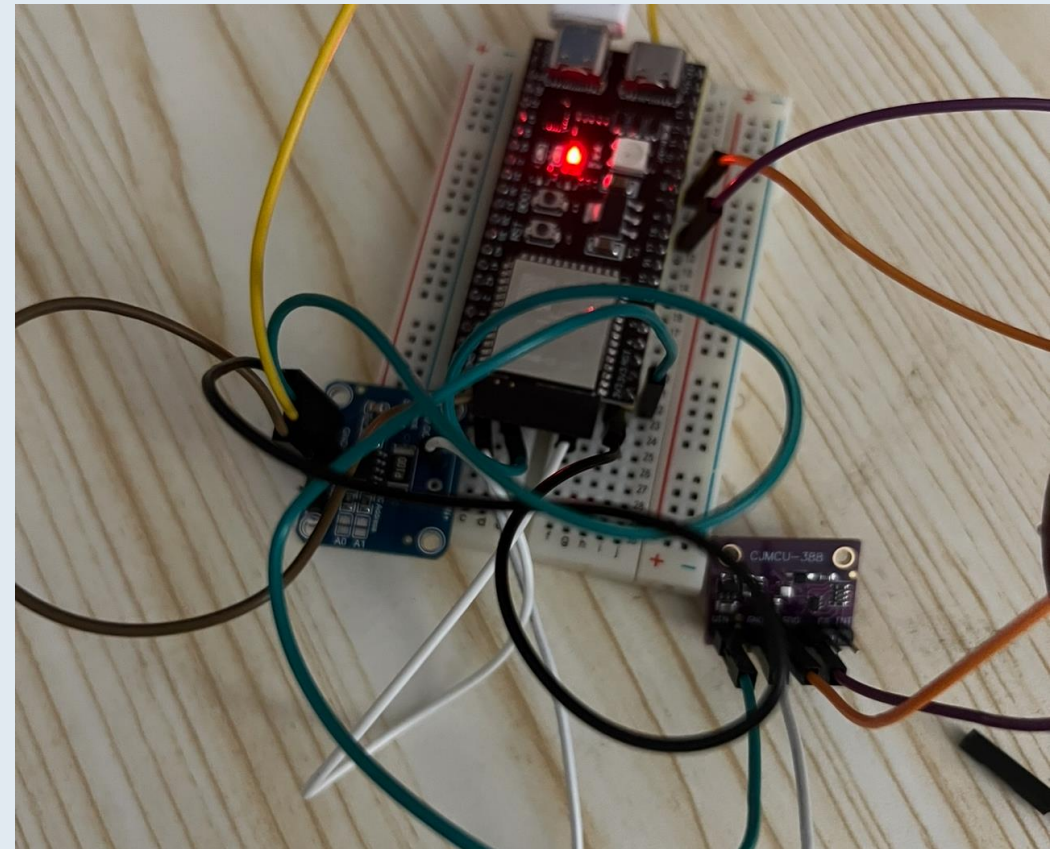
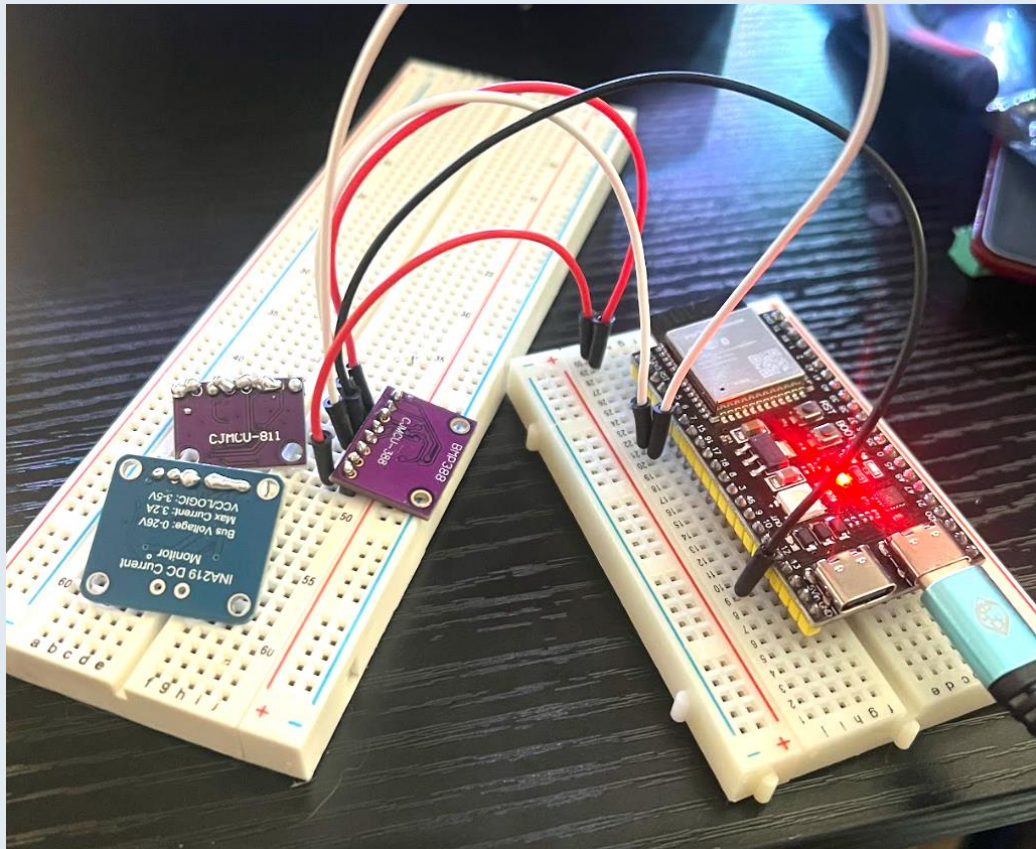
Challenges: SSH Verification, Board Programming, GUI Glitches

- Troubleshooting, Coded GUI and wrote Arduino Sketches in C

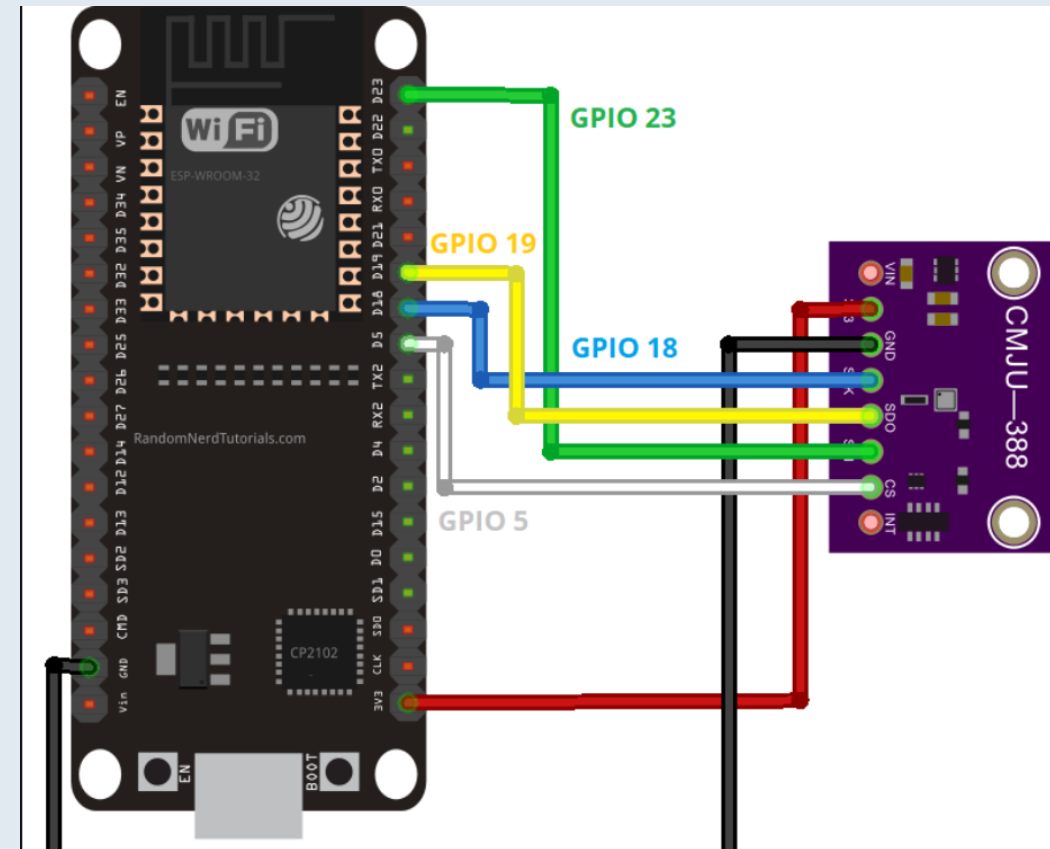
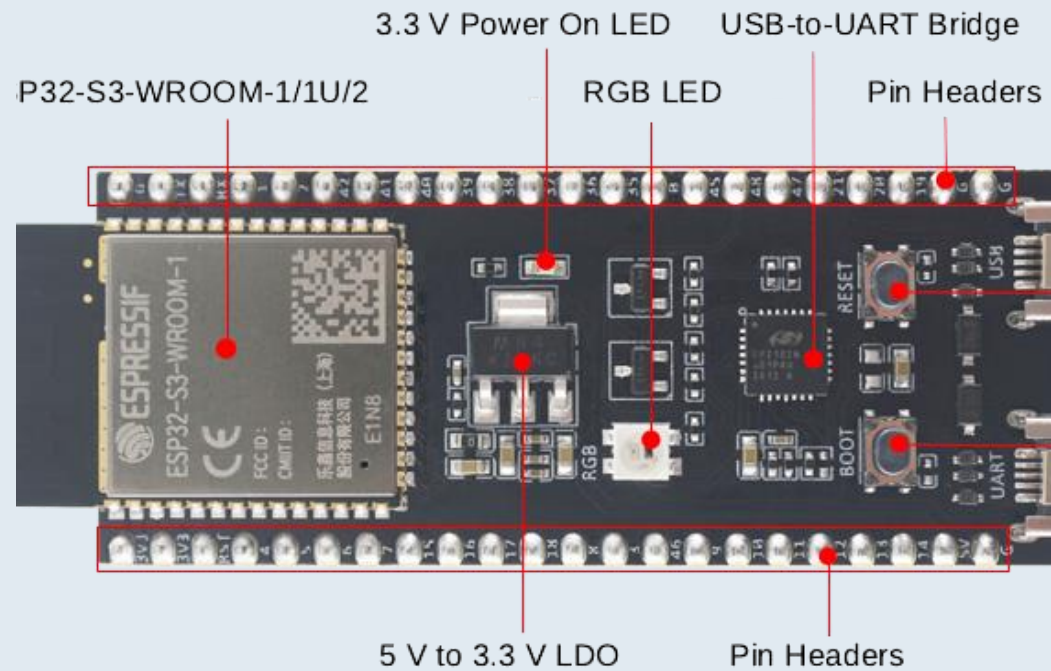
Top-down/side views of drone render



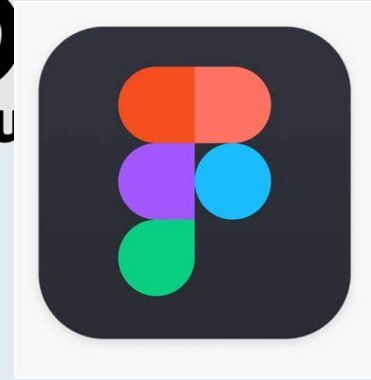
SOLDERED COMPONENTS & CIRCUITS



COMPONENT SCHEMATIC



GUI Code



```
26 > relief="ridge"
27 > )
28 > canvas.place(x=0, y=0)
29
30 > # Draw background base Layer
31 > canvas.create_rectangle(0.0, 0.0, 480.0, 320.0, fill="#000F1A", outline="")
32
33 > # -- BUTTONS --
34 > button_logs = Button(text="Logs", bg="#00FFD0", relief="ridge")
35 > button_live = Button(text="Live Feed", bg="#00FFD0", relief="ridge")
36 > button_data = Button(text="Data", bg="#00FFD0", relief="ridge")
37 > button_settings = Button(text="Settings", bg="#00FFD0", relief="ridge")
38 > buttons = [button_logs, button_live, button_data, button_settings]
39
40 > def draw_main_screen():
41 >     canvas.delete("all")
42 >     canvas.create_rectangle(0, 0, 480, 320, fill="#000F1A", outline="")
43 >     canvas.create_text(240, 160, text="Tkinter Designer", fill="white", align="center", font=("Helvetica", 16))
44 >     canvas.create_text(240, 200, text="Welcome to Tkinter Designer", fill="white", align="center", font=("Helvetica", 12))
45 >     canvas.create_text(240, 240, text="Tkinter Designer uses the Figma API", fill="white", align="center", font=("Helvetica", 12))
46 >     canvas.create_text(240, 260, text="to analyse a design file, then creates", fill="white", align="center", font=("Helvetica", 12))
47 >     canvas.create_text(240, 280, text="the respective code and files needed", fill="white", align="center", font=("Helvetica", 12))
48 >     canvas.create_text(240, 300, text="for your GUI.", fill="white", align="center", font=("Helvetica", 12))
49 >     canvas.create_text(240, 340, text="Even this GUI was created", fill="white", align="center", font=("Helvetica", 12))
50 >     canvas.create_text(240, 360, text="using Tkinter Designer.", fill="white", align="center", font=("Helvetica", 12))
51 >     canvas.create_text(240, 400, text="Click here for Instructions", fill="white", align="center", font=("Helvetica", 12))
52 >     for button in buttons:
53 >         button.place(x=100, y=100, width=100, height=50)
54 >     canvas.mainloop()
55
56 > # -- SELECTOR SCREEN FUNCTION --
57 > def show_data_selector():
58 >     canvas.delete("all")
59 >     canvas.create_rectangle(0, 0, 480, 320, fill="#000F1A", outline="")
60 >     canvas.create_text(240, 160, text="Tkinter Designer", fill="white", align="center", font=("Helvetica", 16))
61 >     canvas.create_text(240, 200, text="Welcome to Tkinter Designer", fill="white", align="center", font=("Helvetica", 12))
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64 >     canvas.create_text(240, 280, text="the respective code and files needed", fill="white", align="center", font=("Helvetica", 12))
65 >     canvas.create_text(240, 300, text="for your GUI.", fill="white", align="center", font=("Helvetica", 12))
66 >     canvas.create_text(240, 340, text="Even this GUI was created", fill="white", align="center", font=("Helvetica", 12))
67 >     canvas.create_text(240, 360, text="using Tkinter Designer.", fill="white", align="center", font=("Helvetica", 12))
68 >     canvas.create_text(240, 400, text="Click here for Instructions", fill="white", align="center", font=("Helvetica", 12))
69 >     canvas.mainloop()
70
71 > # -- RETURN TO MAIN SCREEN --
72 > def return_to_main():
73 >     canvas.delete("all")
74 >     canvas.create_rectangle(0, 0, 480, 320, fill="#000F1A", outline="")
75 >     canvas.create_text(240, 160, text="Tkinter Designer", fill="white", align="center", font=("Helvetica", 16))
76 >     canvas.create_text(240, 200, text="Welcome to Tkinter Designer", fill="white", align="center", font=("Helvetica", 12))
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82 >     canvas.create_text(240, 360, text="using Tkinter Designer.", fill="white", align="center", font=("Helvetica", 12))
83 >     canvas.create_text(240, 400, text="Click here for Instructions", fill="white", align="center", font=("Helvetica", 12))
84 >     canvas.mainloop()
85
86 > if __name__ == "__main__":
87 >     app = App()
88 >     app.draw_main_screen()
89 >     app.show_data_selector()
90 >     app.return_to_main()
91 >     app.mainloop()
```

Welcome to Tkinter Designer

Tkinter Designer uses the Figma API to analyse a design file, then creates the respective code and files needed for your GUI.

Even this GUI was created using Tkinter Designer.

[Click here for Instructions](#)

Enter the details.

Token ID

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File URL

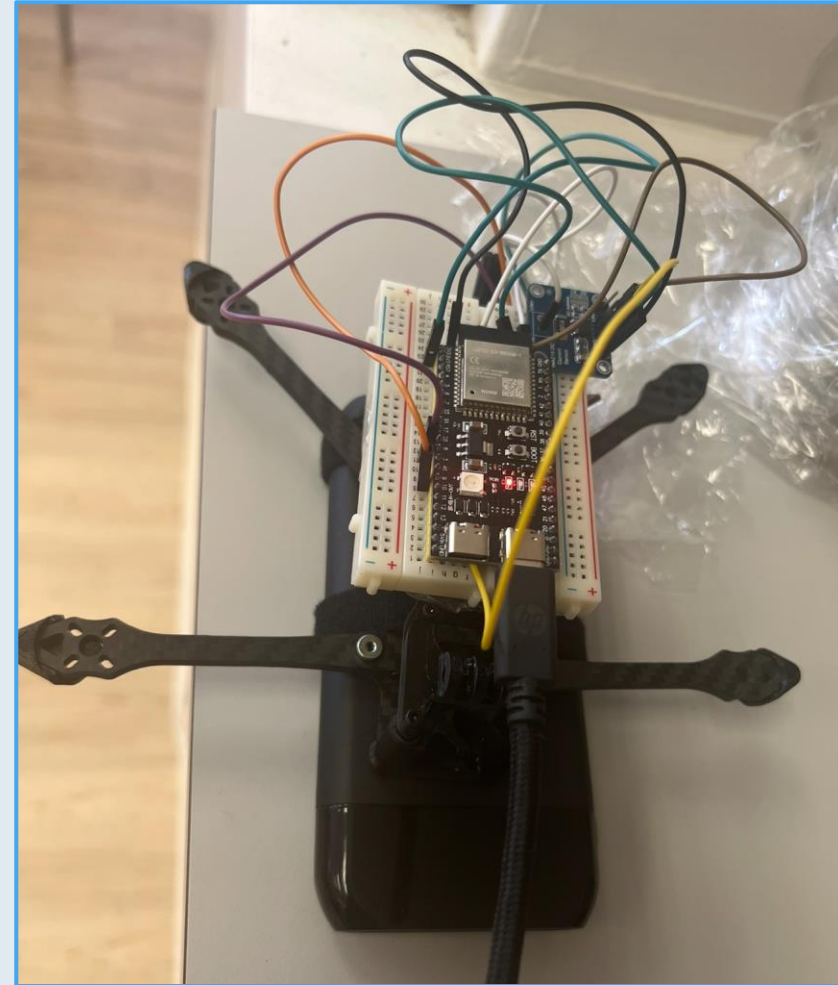
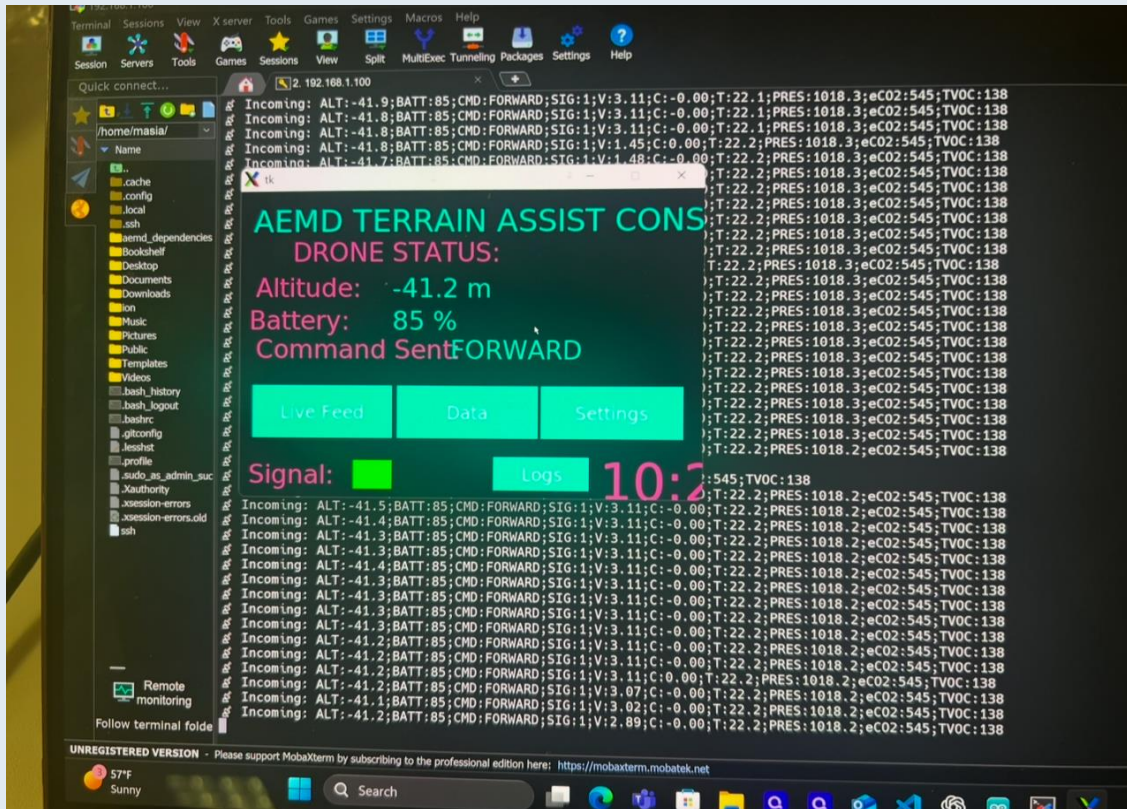
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Output Path



Generate

FINAL BUILD



CONCLUSIONS

- Achieved wireless, low-latency sensor monitoring.
- Framed our project using NASA concepts
 - Autonomous sensor nodes
 - Low power edge processing
- Expandable for IoT applications (e.g., smart agriculture).