

In order to create a product, we must first receive the blueprints for it. These blueprints find their way into the equplets through user input. The most desirable way to do so is using a GUI. In this GUI it should be possible to rebuild a certain blueprint with a set of simple steps; pick, place, paint, glue, etc. Once the design is finished, a product agent will be spawned with this blueprint. From this point onwards it will make sure the product will be fabricated.

