Autodesk BXD Game Simulator

**Documentation (Rough Draft)**

(Insert pictures or something here)

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**What is the BXD Game Simulator?**

Often times, FRC teams will find themselves with a (mostly) finished C.A.D model and working robot code fairly early on in the build season, but they may not have a physical robot to test their code against, however. This is where the BXD Game Simulator comes in. The BXD Game Simulator allows teams to export their C.A.D models (from Autodesk Inventor) and run/debug their code in a virtualized environment (via a game engine). In doing so, FRC team programmers will be able to refine their code early on in the build season.

The BXD Game Simulator will support the big three programming languages in FRC (Java, C++ and LabView) in order to accommodate the bulk of the FRC community.

With this, the simulator aims to better prepare teams for competition.

**Our Vision**

(Insert pictures of the field and robots exported from Inventor here)