Level 4

This level only adds some twist to the previous one: a time limit. Reach all destination spots before the (simulated) time exceeds a threshold (see Input below).

Model in the Simulator

1. Drone
    a. ID (integer)
    b. Position (3D, floating point)
    c. Velocity (3D, in m/s for every axis, floating point)
    d. Thrust orientation (3D, floating point)

Initial Input Lines sent by the Simulator

N	the number of drones available
x y	targets for the drones (each on a separate line, so you will get *N* lines). Targets are in order corresponding to drone IDs.
`t`	time constraint for this test case (in seconds)

New Commands

None, but you can use all previous commands!