

Drone Controller Overview

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OVERVIEW

Goal of this chapter is to give an inside about the project and how are things connected.

Let's start by dependencies you were "forced" to import.

Input is handled via the new Unity's **Input System** package.

Demonstration scenes and obstacles are created using Unity's **ProBuilder** package.

Unity's **TextMeshPro** package is used to write the **Input Visualizer** key bindings in the bottom right corner.

No additional **layers** or **tags** have to be setup.

All scenes that are inside the package:

"**Drone-**"Buzzer/Parrot/Phantom/Racer/Splinter have the exact same setup.

Each scene contains a **Camera**, **Drone**, **Input Manager**, **Spark Manager** and **Input Visualizer**.

To read more about respective function of each class, additional documentation is created for each functionality of the package.