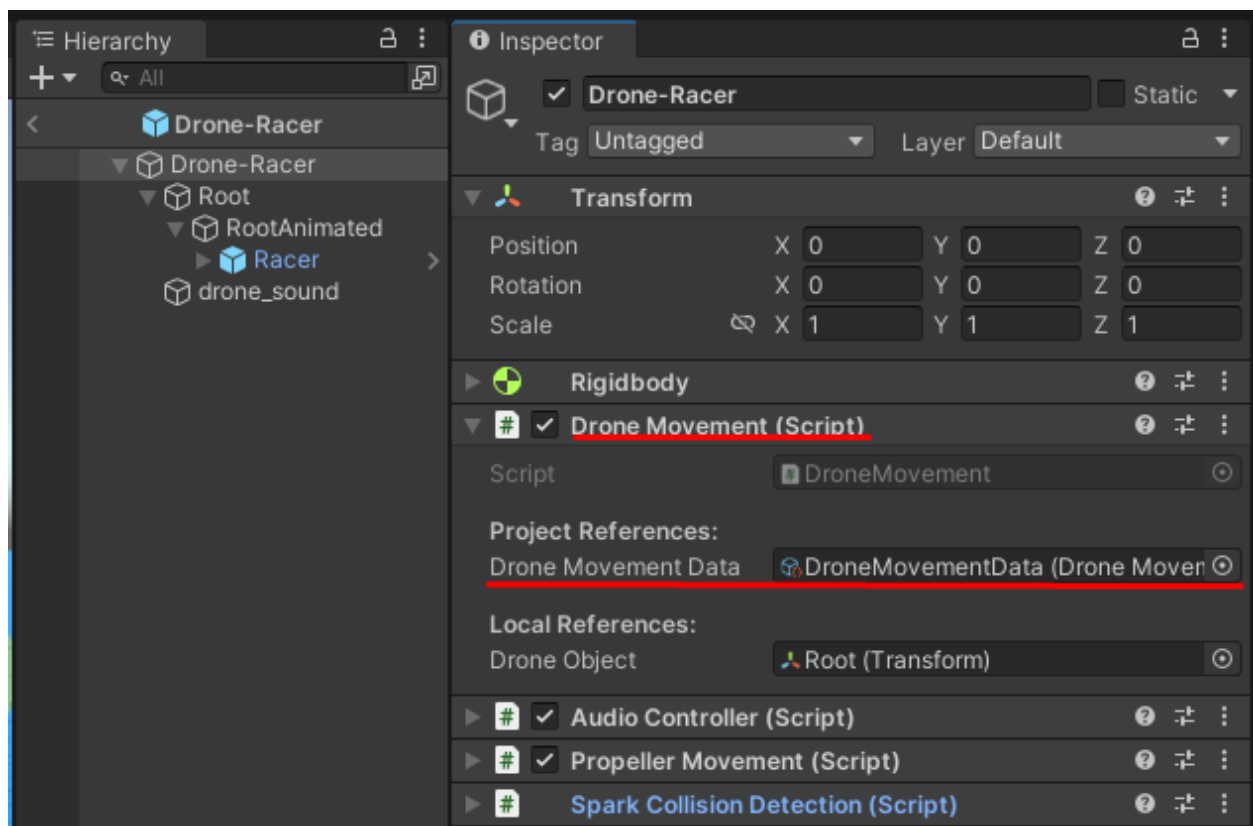


# Drone

29 June 2023

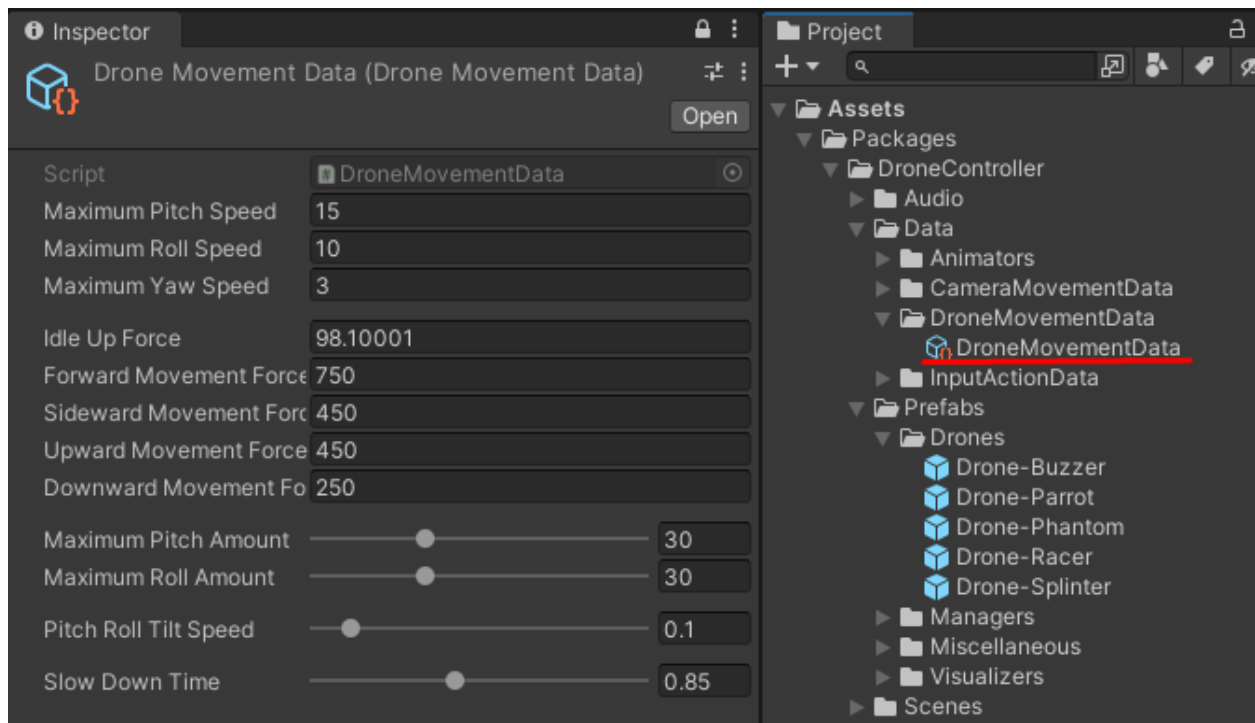
## OVERVIEW

Goal of this chapter is explain how the drone hierarchy is setup and organized.



If taken a look, it's noticeable that each drone prefab located inside **"DroneController/Prefabs/Drones"** contains a similar setup and contains a **DroneMovement** component. This component is responsible for drone control and doesn't depend on any other component.

**DroneMovement** contains a reference to the **DroneMovementData**, e.a. Data that defines drone movement properties. Let's take a look:



Variables are pretty much self explanatory by their name. It's for the best if you're interested, to play around with those and see how they cooperate with each other.

Currently all drones share the same **DroneMovementData** but you can create/duplicate this **.asset** and have each drone have unique movement data.