Architecture
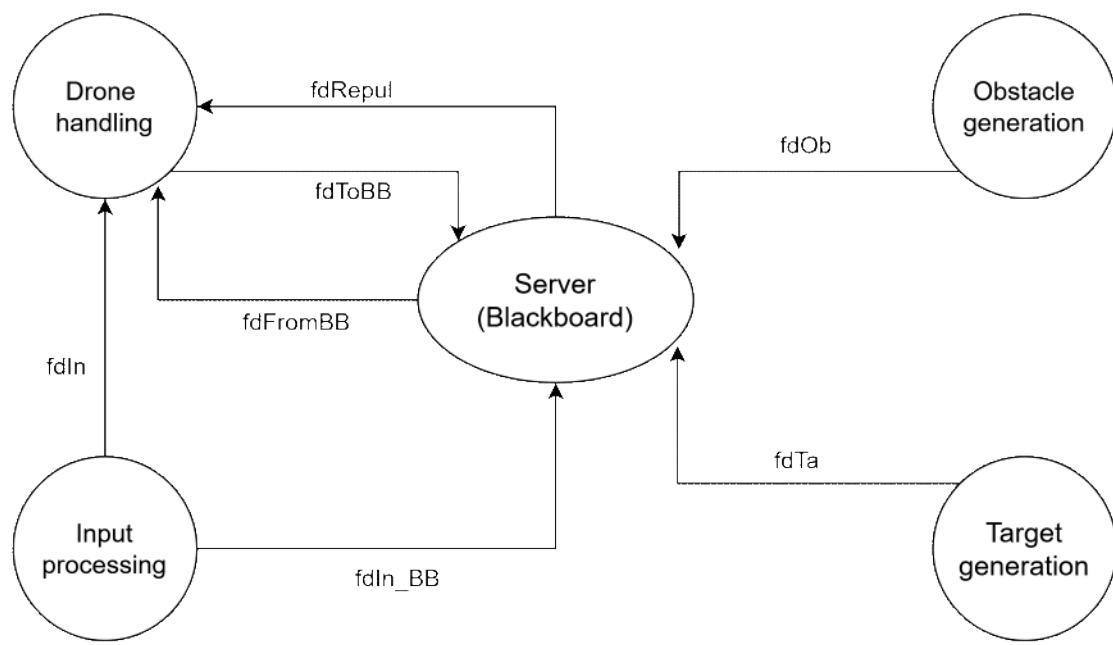
PIPES:
- fdIn: sends movement key inputs to Process_Drone, to modify the drone's position.
- fdIn_BB: sends special key inputs (exit, reset...) to the blackboard.
- fdOb/fdTa: equivalent in practice, they send random coordinates to the blackboard; to be used for obstacle and target generation.
- fdToBB: Process_drone sends the drone's current position to the blackboard.
- fdFromBB: blackboard updates current drone position
- fdRepul: communicates repulsive forces applied to the drone