



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