**Code Technical Description**

The position, speed and acceleration of objects (including drones) in the simulation are stored in a 3D vector, the first two coordinates being 2D x and y, and the third being the height z.

Each drone has an instance of a characteristics class, designed to store all its physical properties.

The drone class is derived from the worldobject class. The dronecharacteristics class is also a subclass of the worldobjectcharacteristics class.

At each step of the simulation, the physics engine computes the acceleration of the drone, and updates its speed and position accordingly. The new position is then updated in the repast continuous space, which permits the display of all drones in the UI.

Note that we usually don't check for null references, to get an explicit exception when a problem happens, instead of a silent bug caused by a default behavior.