Requirements (WIP)

* Application must be coded in Java
* Application will be offline
* Application must be suitable for ages 6 to 18
* Application will allow the user to control a virtual drone
* Application will provide scientifically accurate flavour text about different bio-inspired sensors and how they are used
* Application will include links to the client’s research of bio-inspired flight and sensors
* Application must be able to supplement the client’s existing workshop
* Application must provide an enjoyable experience for all users
* UI must use the same control scheme as the drones in the workshop, to allow participants to learn the controls quickly

Design choices (WIP, subject to change)

* 2D/3D?
* Achievement/collectibles system
* Rating/star system based on:
  + Energy conserved
  + Time taken
  + Damage taken/remaining health
* UI:
  + Environmental elements (hazards, thermals etc.) should be detected (easier) if a drone has a particular sensor
  + Info about drone (health, energy etc.) could be overlayed over or made a part of the drone sprite to prevent the UI from becoming too cluttered
  + “Quest waypoints” could be displayed on the screen in lieu of a minimap
  + Top-right corner could display additional information provided by sensors (radar, wind direction etc.)