G1 - **Emergency Room Planner**

**Implementation of a simulated prototype of adaptive real-time path planner for mission partitioning related to transport of life-saving medicines using a fleet of smart-ambulances (equipped with drones)**

Objective: Development of a simulated scenario of Control Room facility in Unreal Engine of a fleet of Ambulances/UGV equipped with Drones/UAV able to transport medicines as payloads.

3D path planner starting from D-Flight constraints.

Implementation: Unreal, Blueprint JS / C #,…

Windows/Linux Architecture (WSL)

Tools:

* Unreal Engine 5+ with TPV and VR/MR templates
* D-Flight
* Airsim/Colosseum?
* Cesium/GMAPS
* Python API ?

Reference/Inspiration

Ungarelli-Sadeghi Master Thesis