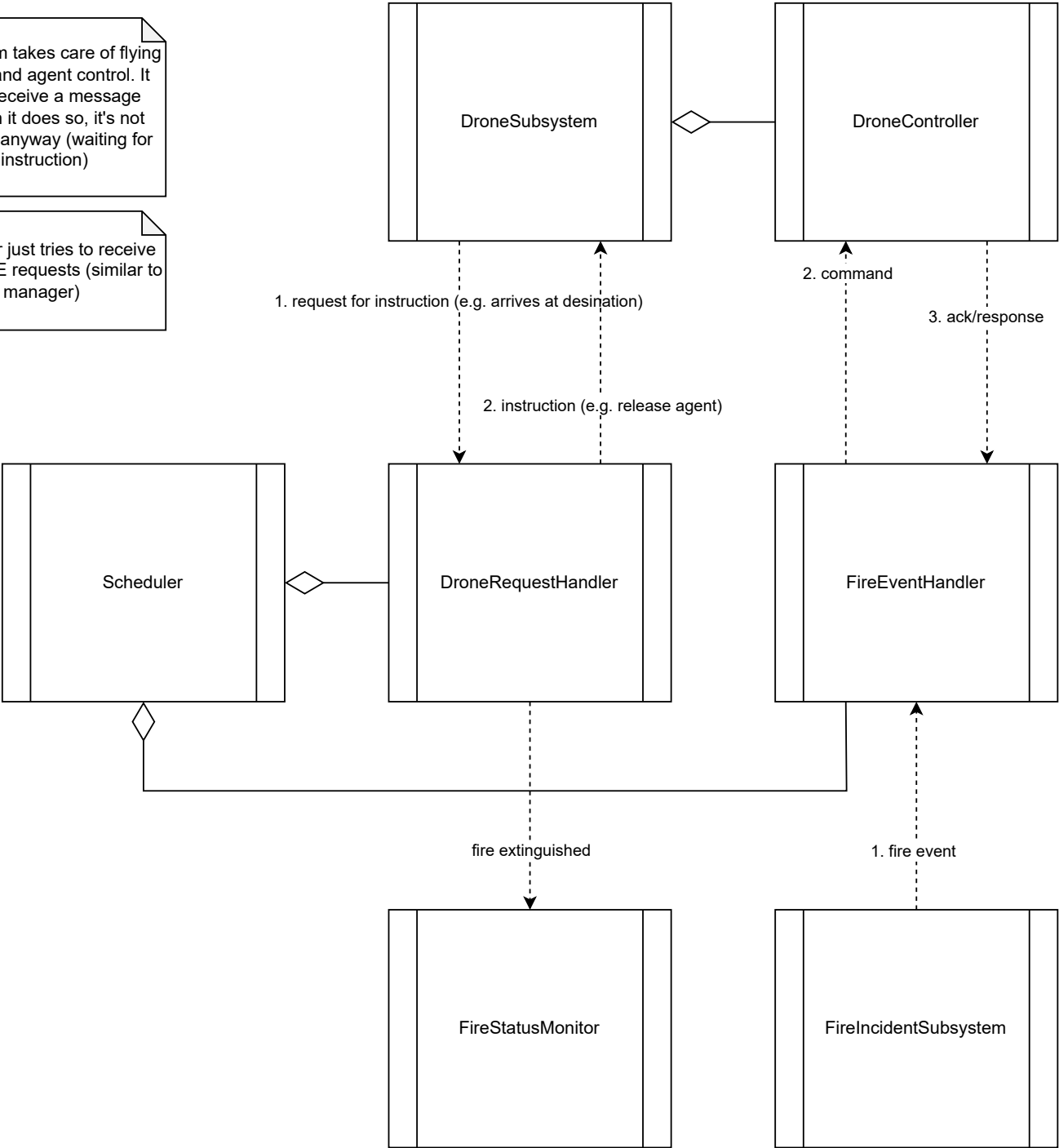


DroneSubsystem takes care of flying mechanisms, and agent control. It can block to receive a message because when it does so, it's not doing anything anyway (waiting for further instruction)

DroneController just tries to receive SERVICE\_ZONE requests (similar to drone manager)



FireEventHandler tries to receive a fire event from FireIncidentSubsystem and then schedules drones to service it

FireEventHandler can also send a request to get all drone info

DroneRequestHandler only exists to give drones further instruction upon request