Product Vision for Modelling Unmanned Aerial Swarms using Unreal Engine and AirSim Simulator

Our vision is to produce a simulation of a swarm of Unmanned Aerial Vehicles (UAV). A swarm is defined as a multitude of UAV moving and communicating in a unified, cohesive manner. All UAV will routinely communicate its respective position and other behavioral data to the swarm. The swarm will move within a three-dimensional environment to collect data about that environment. Specifically, we want the swarm to gather data about irregular, identified objects, such as the volume and other characteristics of a plume of smoke. The swarm will report its data to the team on the ground.