DRONE DISPATCH FROM THE STORE

-As soon as the DroneReadyToLoad event is emitted in the previous step a 30 min timer starts counting.
-The seller presses a button on a ESP32 board installed in the drone to signal that the drone has been loaded with a package with the purchased item(s) and is ready to fly.
-The C++ program installed in the drone's ESP32 board converts the signal from the button pressed into a Solana transaction that invokes an Anchor event-emission program, through any comms network available (Wi-Fi, Satellite, RadioFrequency, etc).
-The Anchor program emits an event communicating that the drone is ready to deliver the package.
-The drone owner listens to the event and starts drone navigation bound to the buyer's location.
-If no connection is established between the ESP32 and the blockchain, or if the transaction is not succesful after 30 minutes the delivery assignment will be re-assigned to another drone. If this happens mor than once to the same store within a 30 min window, the DroneDeliveryUnavaliable event will be emitted.

DroneReadyToLoad event has been emitted and timer is counting.

Seller

Loads the package in the drone and presses a button on the drone's ESP32 board

The C++ program in the ESP32 board sends a transaction to Solana to call an emit-event instruction.

Is the connection to the blockchain succesful? —No→ Emit event: Unsuccesful connection to the blockchain

Yes

Is the transaction successful? —No→ Emit event: TransactionFailed

Yes

The drone owner listens to the ReadyToFly event

Cancel delivery assignment for current drone and re-assign delivery to another one.

Yes

Is this the first error of this kind for this store within the last 30 min?

No

Emit event: DroneDeliveryUnavailable for this store