

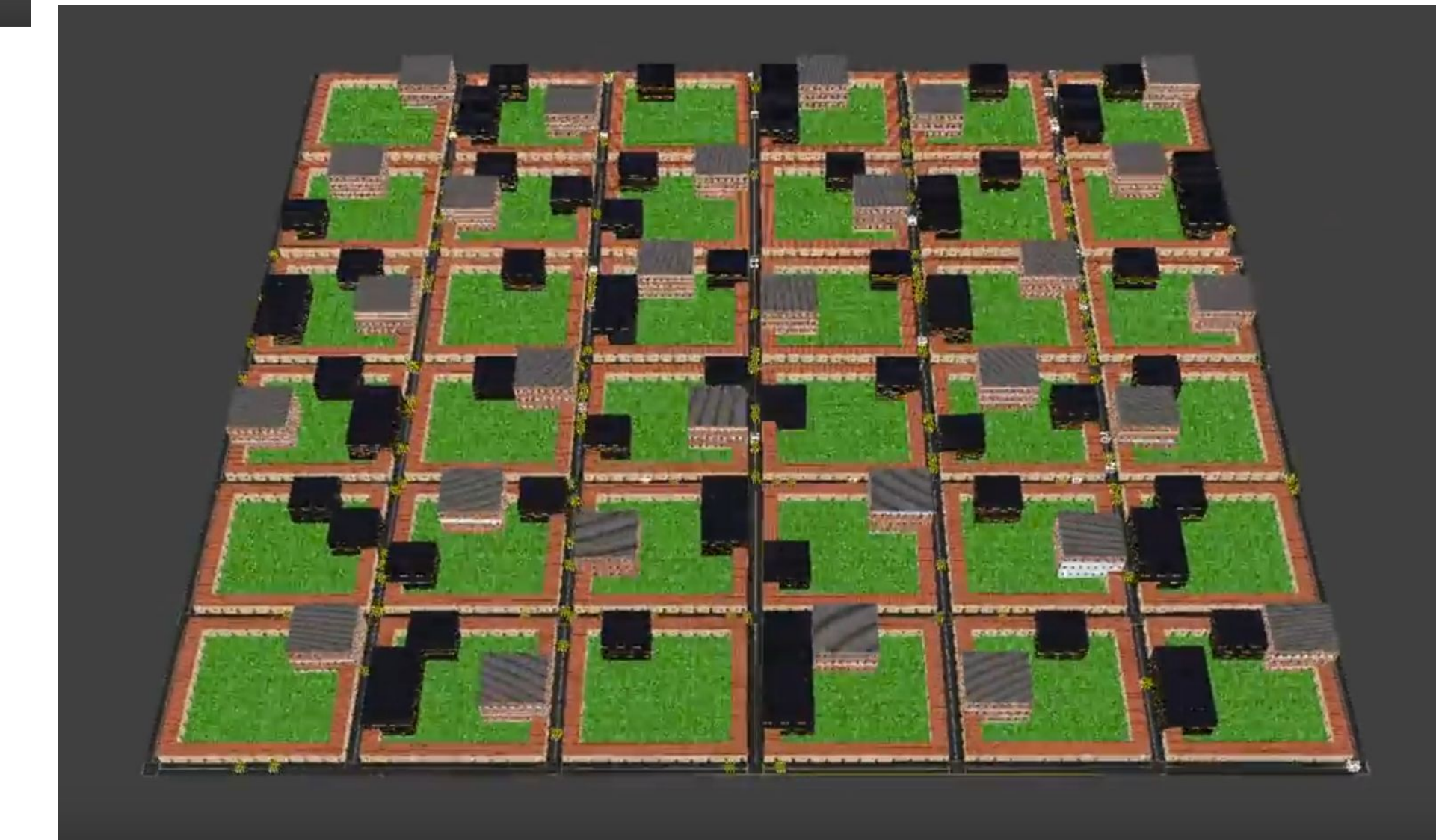
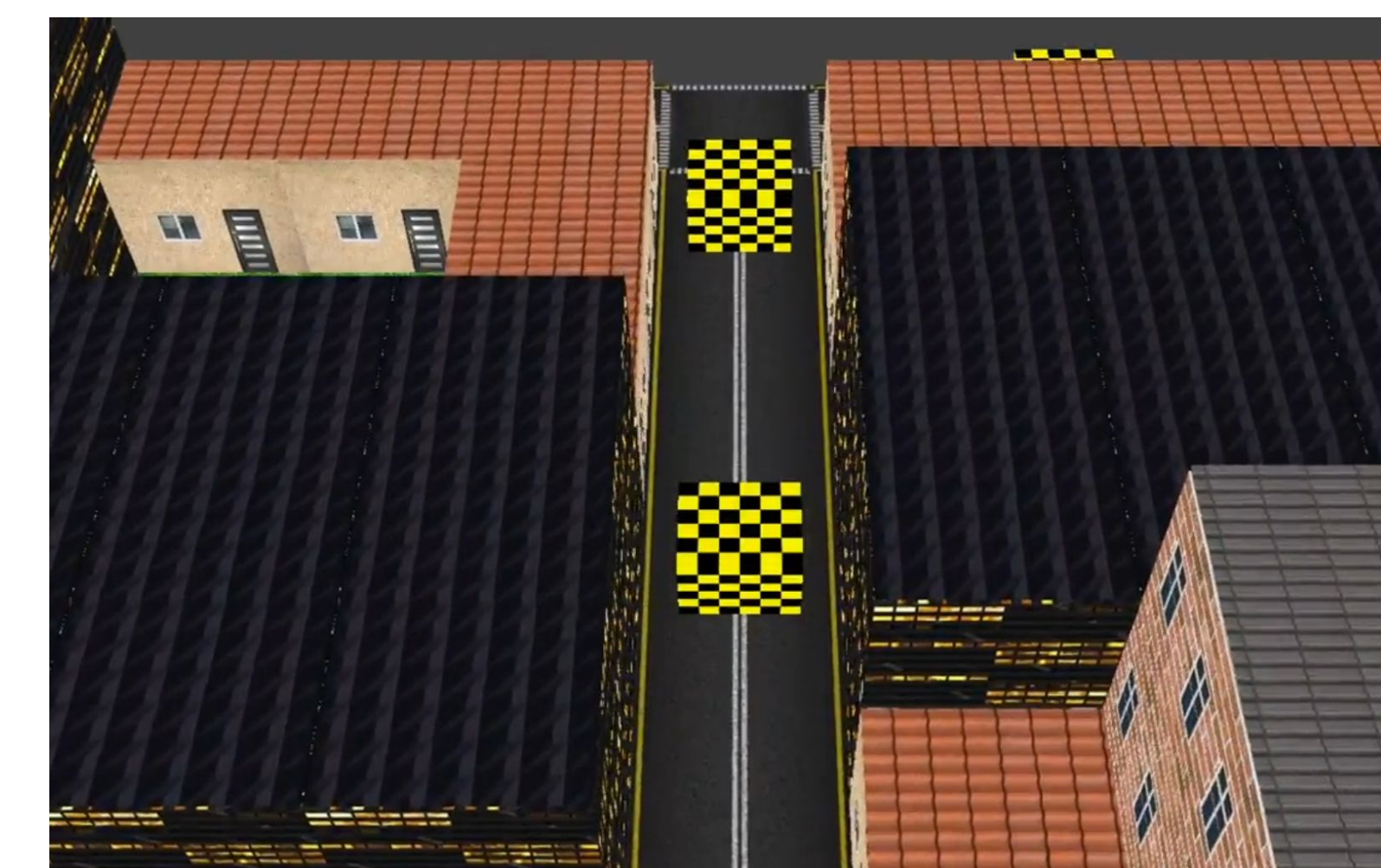
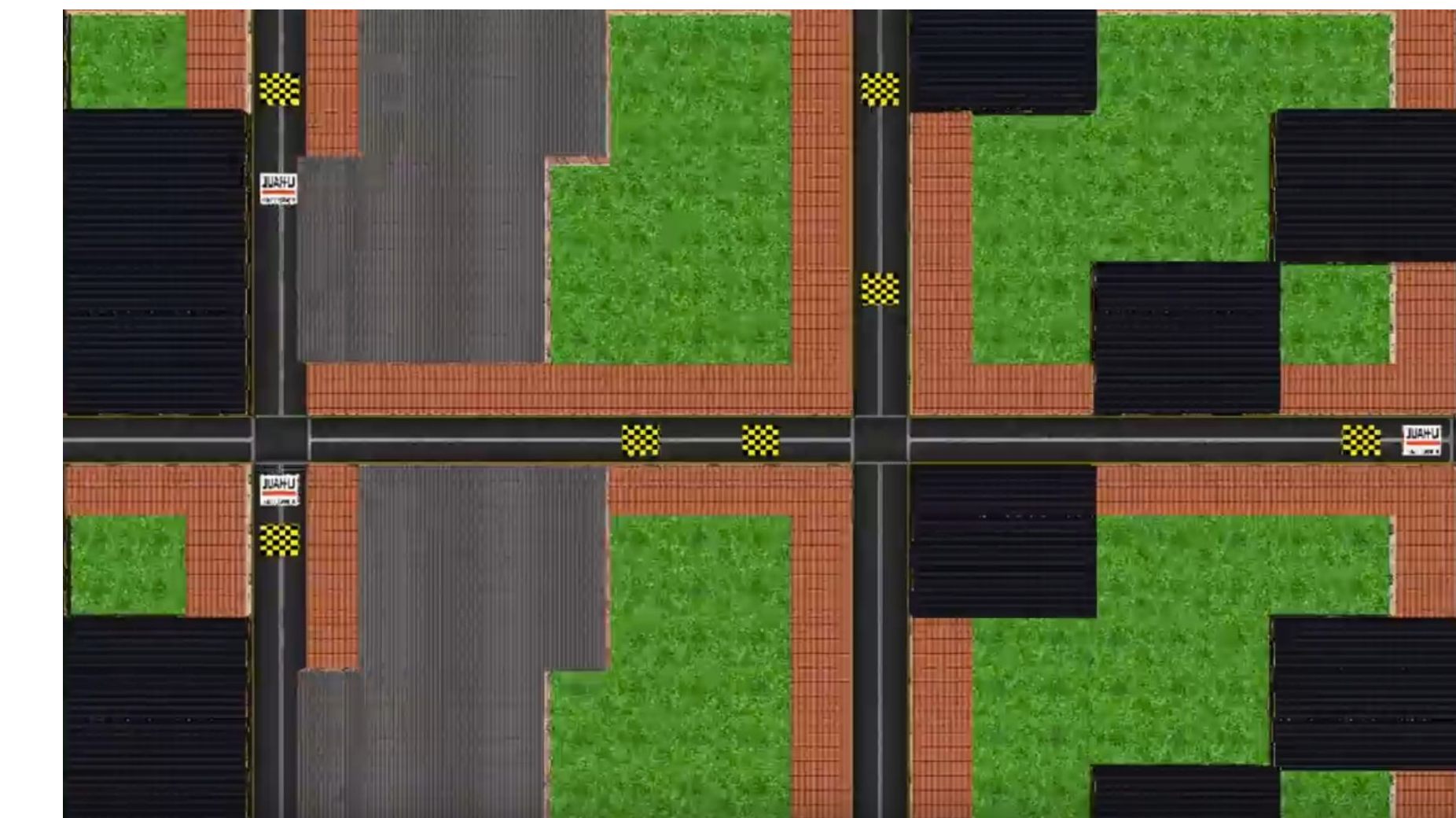
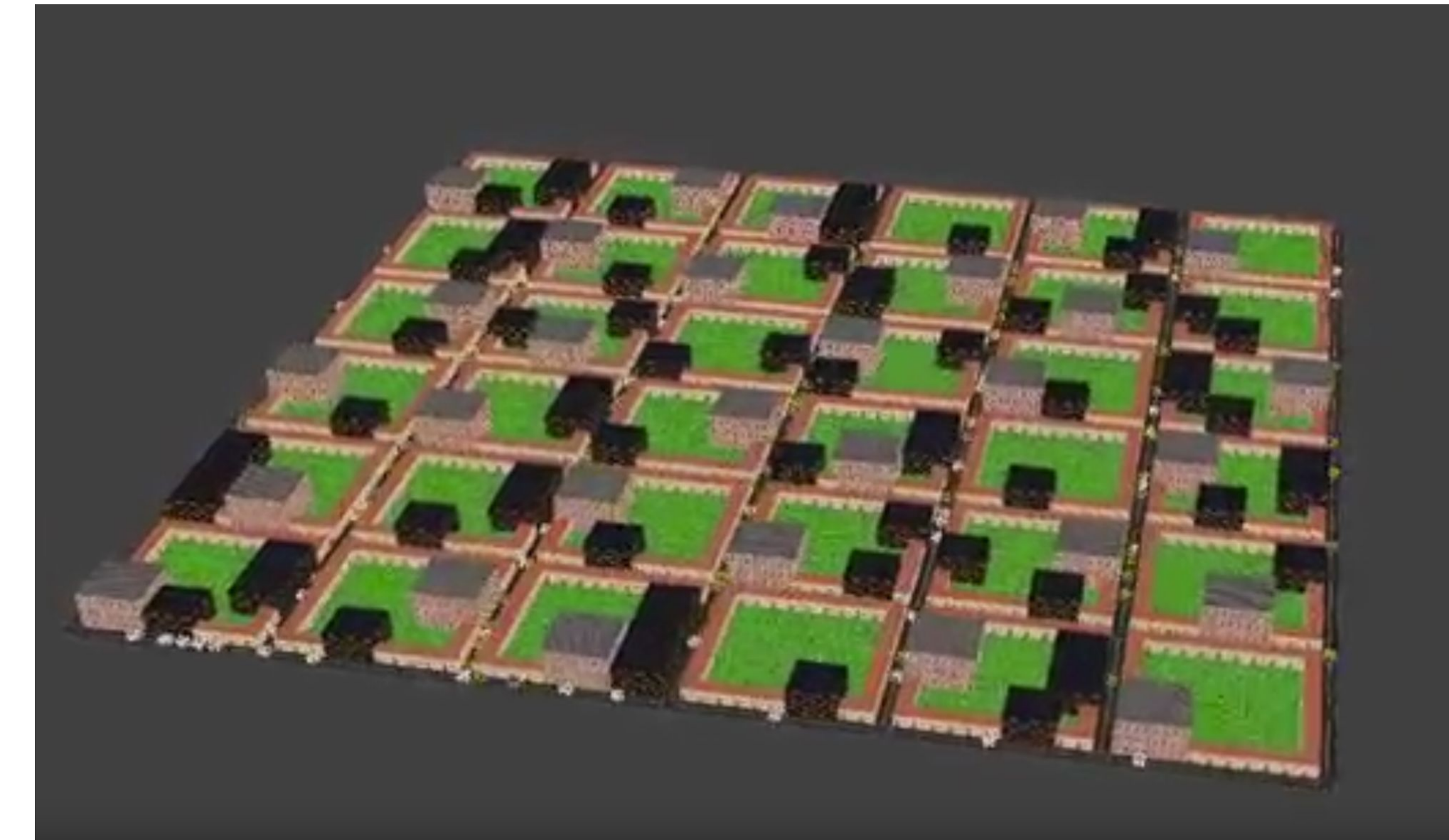


## Resource Distribution Simulator (Team No. 16)

Ryan Boyce (CS), Joshua Bull (CS), Finn Dobbs (IC Physics), Brian Jones (CS), Jacob Swearingen (CS)

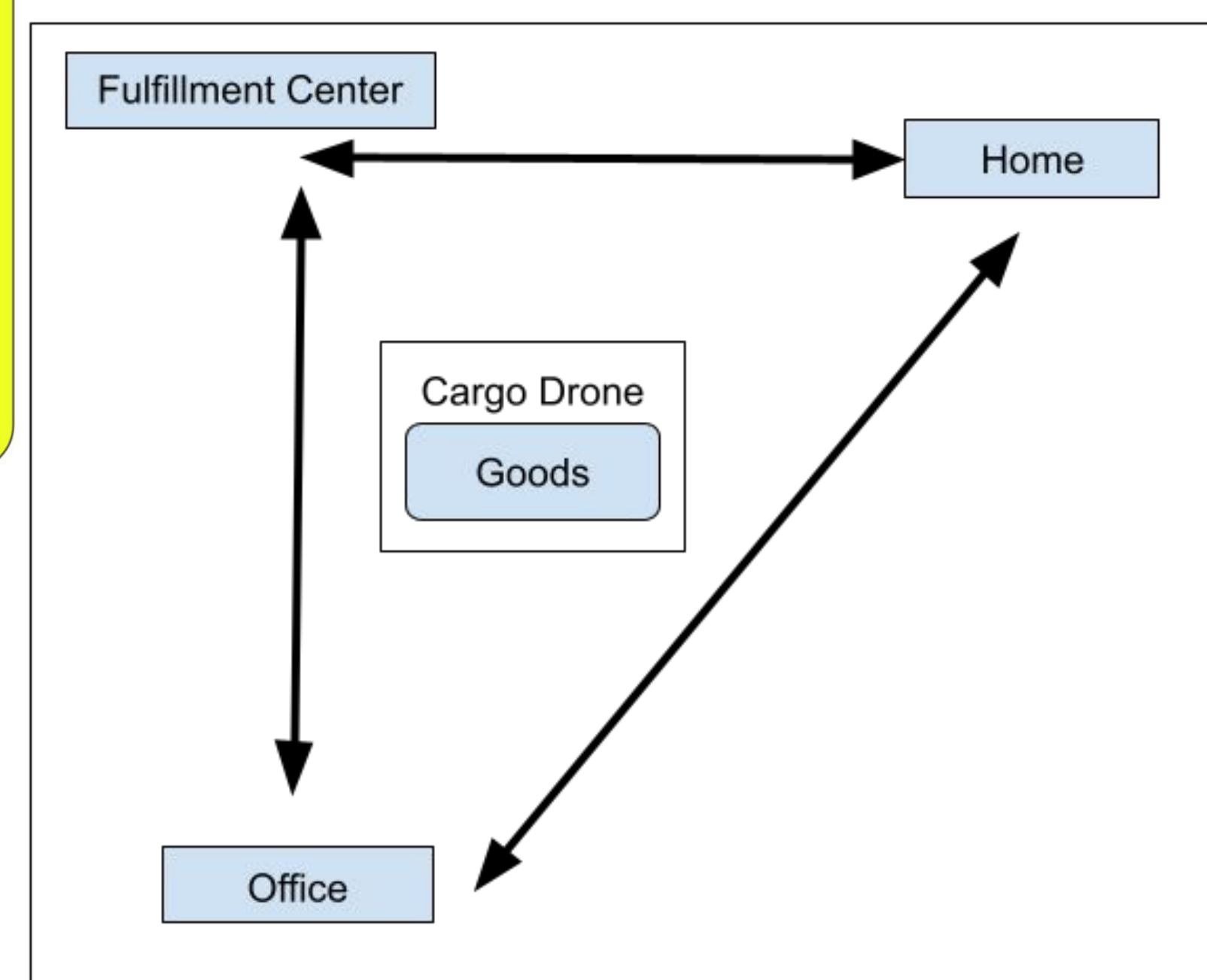
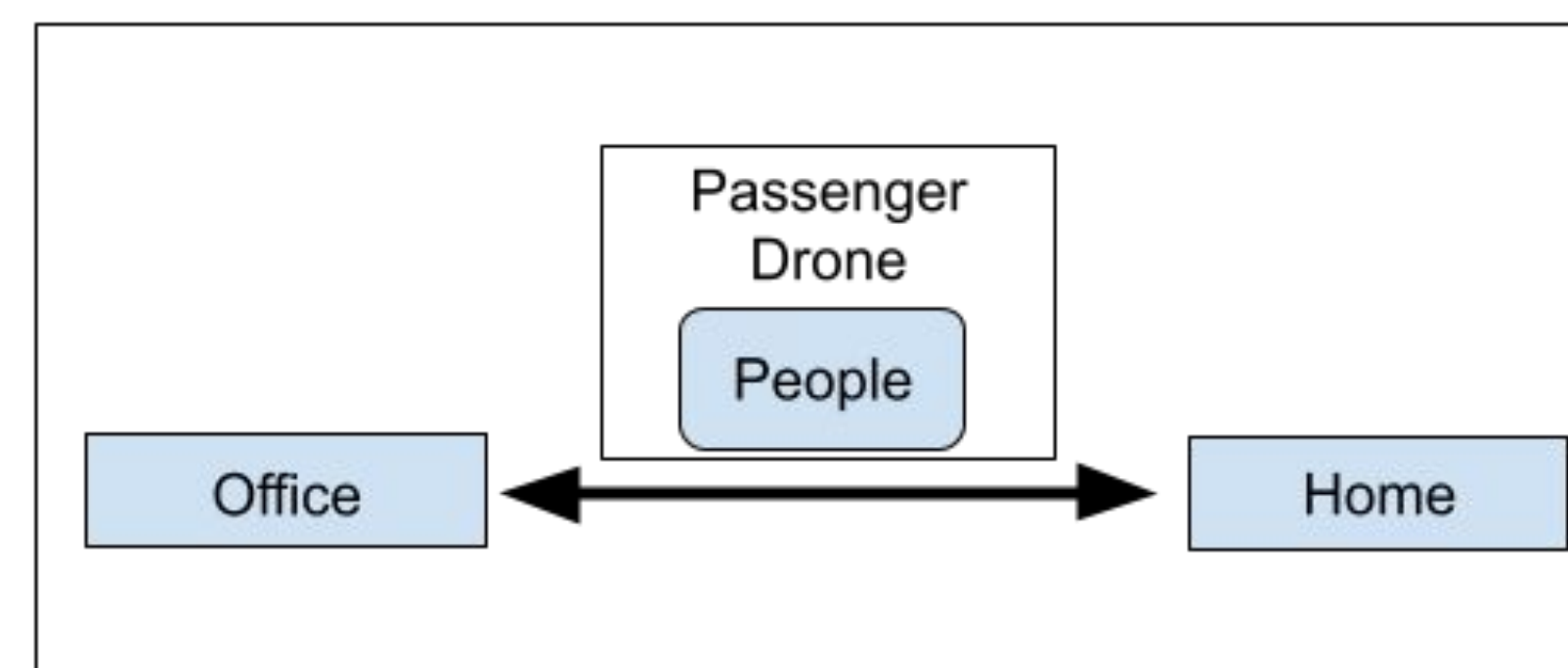
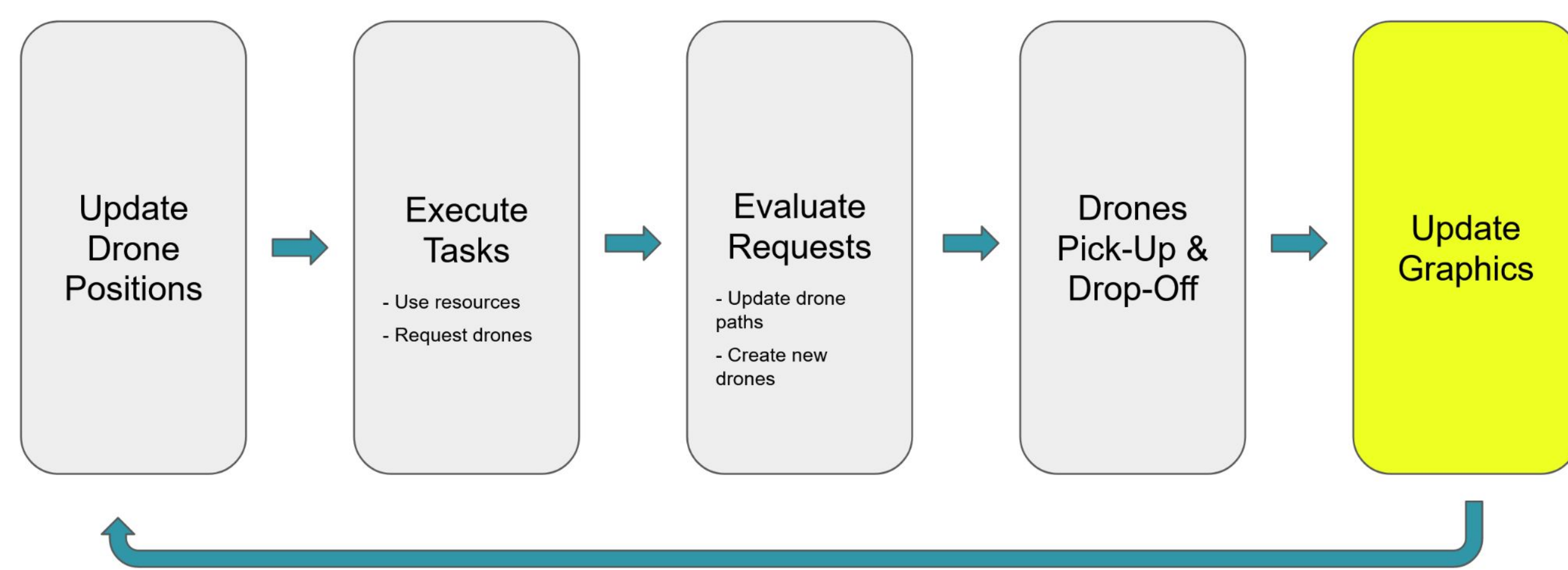
### Description & Purpose

- Our project simulates how a city might optimally distribute its resources via a network of drones and distribution centers.
- Information processing, distribution, and surveillance technology are predicted to increase.
- This simulator provides a forecast of how an increase in such technology could be used to improve our lives.



### Design

Main Loop



### Ethical & Intellectual Property Issues

- As this simulation is heavily reliant upon the usage of sensitive data (one's location, possessions, and work schedule), real-life implementation of such a system should ensure that such data is obtained voluntarily and is properly secured from potential data breaches.
- Intellectual integrity was maintained by following the open-source licenses for the graphical libraries that were used.