# Colosseum Development Goals

Maintainers

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Resources

Background

Establish the development goals for the Colosseum Simulation Platform.

# Environments

What environments would we like to support?
- ☐ Large desert
- ☐ Forest with clearings
- ☐ Underground subway station (?)

# Version 1.9.X

- ☐ Colosseum support for Unreal Engine 5
  - ☑ ~~UE 5.0.3 [Supported]~~
  - ☐ UE 5.1
  - ☐ Fix Optical Flow images
- ☐ Implementation of a Fixed Wing Aircraft in Render Mode
  - ☐ Can use JSBSIM but very challenging to get right
  - ☐ Roll our own
- ☐ Support for accurate motion blur in images
  - ☐ Add link to issue

# Version 1.10.X

- ☐ Replacing core physics engine with Bullet Physics for all vehicles
- ☐ Update AirGym
- ☐ Replace msgpack with ZeroMQ or Google FlatBuffers