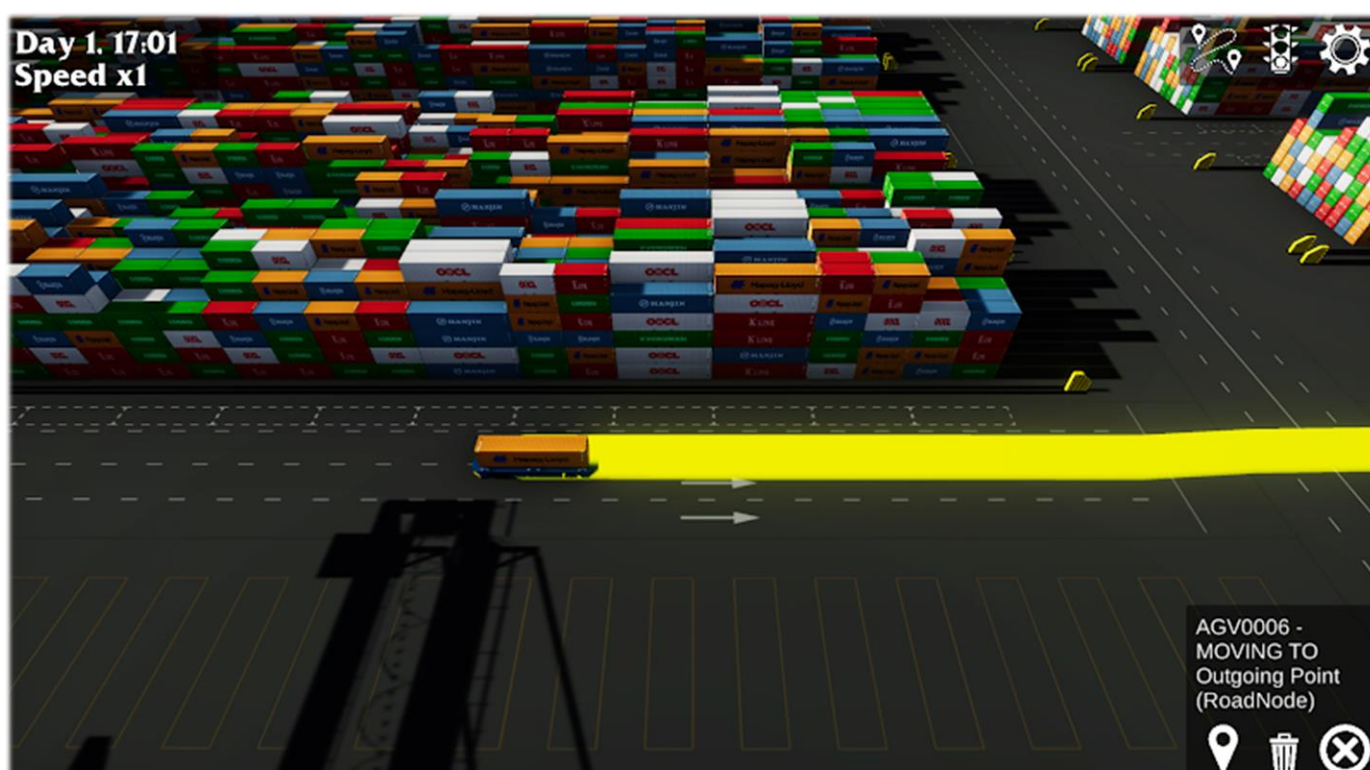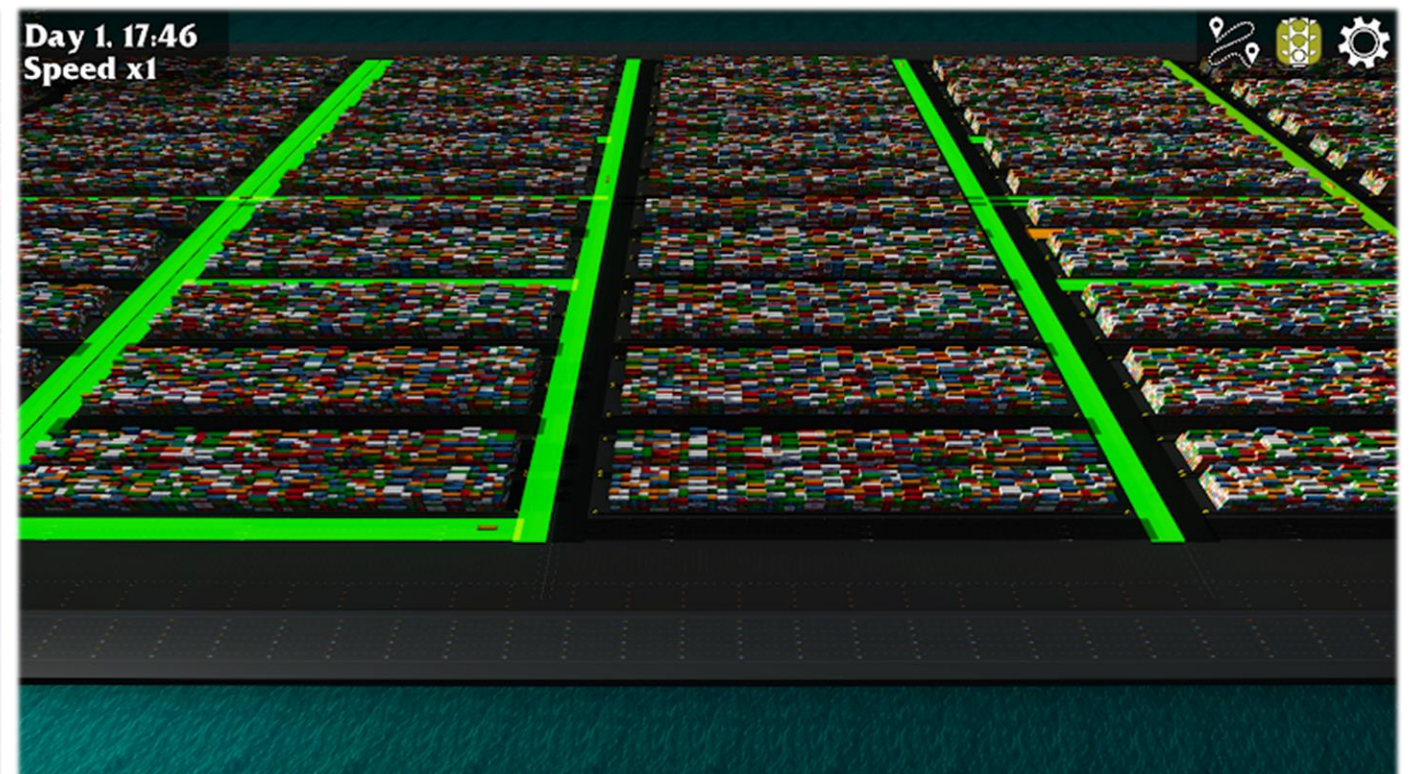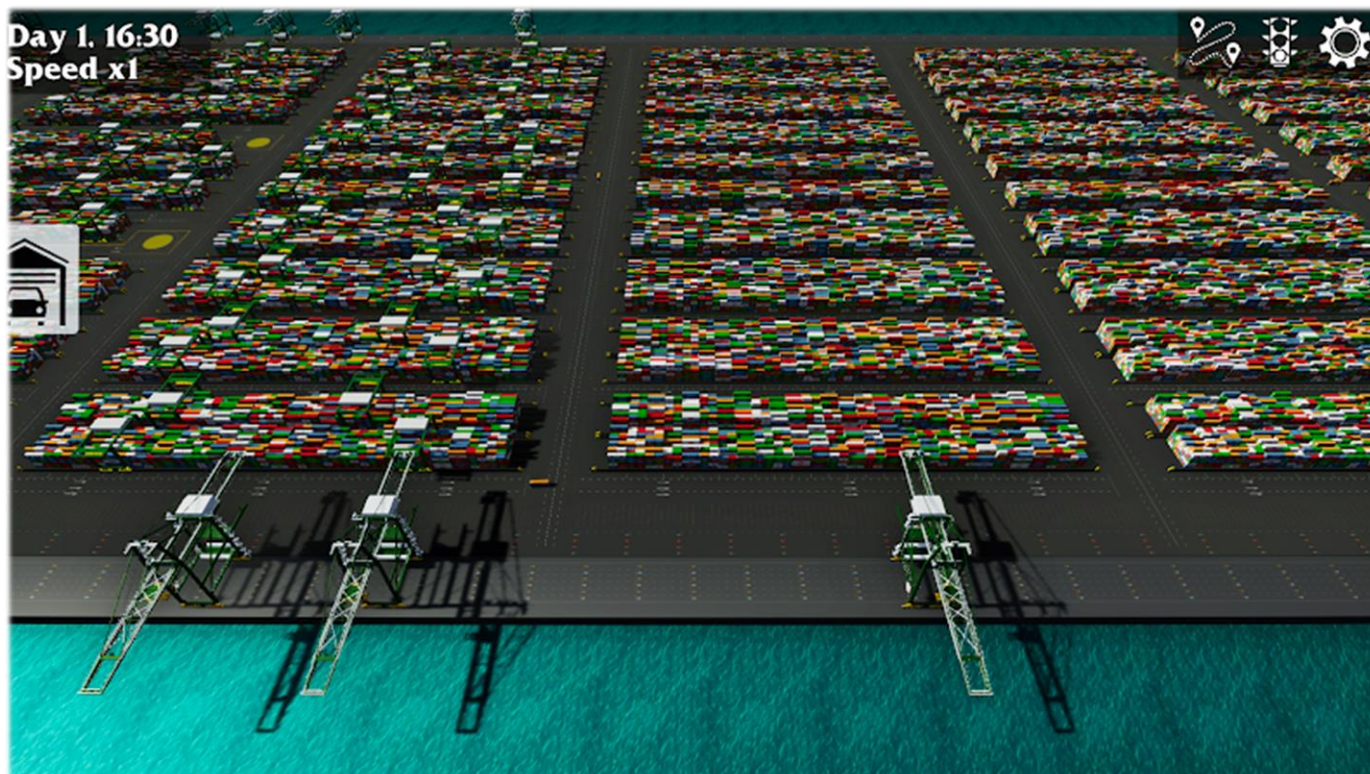# Interactive Virtual 3D Port
Using Unity3D

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Project Objectives:

This project aims to create a 3D virtual terminal, using the Unity3D game engine, to illustrate the design of the future terminal and provide interactive functions to simulate the operation of the terminal. These interactive functions will showcase the features and roles of Automated Guided Vehicles (AGVs) and Automated Storage & Retrieval Systems (ASRSs) within automated ports. The AGVs will exhibit their pathfinding abilities, where they will be able to autonomously navigate around the port, taking into account traffic conditions. The ASRS will demonstrate how containers are loaded and unloaded from a multi-tiered system.