Technical Map of Solutions Trial 4

This document will summarize the requirements, technical choices, and possible input and output messages the solutions see themselves comfortable with. Bear in mind that this is an initial summary, and not yet connected with the trial needs.

## Legend

* Requirement
* Technical choice
* Possible output (from solution to test-bed)
* Possible input (from test-bed to solution)

# 3Di

* Internet connection
* Region boundary
* Breech locations
* Digital Elevation Map (already available)
* 3Di-model of Delfland waterboard
* Amount of water / Weather properties
* Pump stations + capacity (actual input by participants)
* Touch-table / Beamer (can bring it ourselves)
* REST adapter (not sure yet)
* No CM message standards implemented
* Cell-based water properties (height, velocity) (GeoTIFF); or over time (NetCDF)

# SIM-CI

* Internet connection
* Region boundary
* Cell-based water properties (height, velocity) over time (NetCDF)
* Electricity grid data (can be generated by solution)
* REST adapter (not sure yet)
* GeoJSON message standard implemented
* VR(Oculus Rift/Vive) possibilities (solution can bring it themselves)
* Road capacity
* Availability of electricity
* Operation of telecom towers
* Population in range of telecom
* Population evacuation simulation
* Traffic simulation

# GINA

* Region boundary
* Connections to local server (server-client architecture)
* Roles (layers and rights management)
* REST or C# adapter (not sure yet)
* CAP, EMSI, GeoJSON message standard implemented (not sure yet)
* Practically all functionality needed for the trial
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* Flooding information
* Cascading effects information

# Airborne

* Internet connection
* Region boundary
* Flood polygon
* Routing data (publicly available, possibility for other more specific formats)
* Java adapter
* Custom message implemented, GeoJSON is possible (not sure yet)
* Flood mask
* Damage assessment information
* Actual aerial/satellite data
* Infrastructure restriction information (polygon restricting routing)
* Population density
* Routing requests (resource allocation simulator can ask for optimal routes)