**BusBoss**

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We approve the proposed project.

Comments:

1. I would suggest considering a grid on which the station locations and line routes are defined. Maybe routes cross each other in some cells. Not sure that's necessary. Just a suggestion.

We don’t see a significant benefit from making the lines cross each other

1. Is there a fixed number of total busses, and all of them give service to all lines, based on schedule and demand?

Yes, there will be a limited amount of busses available for use even if there is a lot of people waiting. (can be implemented using a counter)

1. Is each bus line independent of the others? Maybe there is an express bus and a local one on the same route?

Same as 1. Our main goal is to respond to rush hours etc, and this can be achieved without routes crossing each other.

1. Consider adding environment conditions like weather and weekend, where behaviors are different in some ways (e.g., some bus lines don’t work during the weekend).

Ideas:

* + When it is raining, busses drive slowly, but people keep coming. Also, we don’t want people to wait a lot of time in the rain, so we can send busses more frequently.
  + Weekend scenario can be covered with rush hour / quiet hour scenarios.
  + Weather and rush hours scenarios can come together.

1. Consider adding environment conditions like mechanical problem in a bus, so that a repair vehicle and a replacement bus should to be sent
   * We dont plan to deal with sudden mechanical problems, however we do plan that busses will need to go to the gas station every once in a while (this can be seen as a periodic maintenance)
2. Consider a variant where the inputs from the sensors is not always correct; some times the report about passengers waiting is incorrect and there is actually no one there

-optional