***Developers***

@OVERRIDE

They will randomly go to the top three floors

***Roles***: Information Holder

***Employees***

They will go between floors

Will have equal probability

***Roles***: Information Holder

***Person***

They will move between each floors

***Roles***: Information Holder

***Menu Controller***

This creates the user interface

Takes values from the user input and stores them

***Roles***: Controller/Structure/Interface/Service Provider/Information Holder

***Maintence Crew***

They will go straight to the top floor and return back to ground

***Roles***: Information Holder/Service Provider

***Clients***

@OVERRIDE

Random bottom half of the building

***Roles***: Information Holder

***Simulations***

Will run the overall stimulations

***Roles***: Coordinator/Controller

***Floors***

This will hold people on each floor

The elevator will stop on each floor

***Roles***: Information Holder/Structurer

***Building***

This will be the information holder

This building will hold all seven floors where the elevator will be able to move between each floors

***Roles***: Information Holder/Structure/Interface

***PeopleCreator***

This will create people

Has functions that generates different persons

***Roles***: Coordinator/Controller

***ArrivalSimulator***

This will generate the probabilities into an array list

This will have functions that randomly select values from the array list

***Roles***: Information Holder/Coordinator/Service Provider

***Elevator***

This will go from ground floor to floor 6

Close and open doors

Sense people

***Roles***: Information Holder/Structurer/Coordinator/Interface/Service Provider

***Launcher***

This will represent time

Will have a GUI

***Roles***: Information Holder/Controller