

Functional Requirements TI3

The program must be able to:

Req1. Use weighted graphs that each vertex represents an attraction and each edge represents a path with a time.

Req2. Assign to each an estimated time in queue, maximum number of people and the time spent inside the attraction.

Req3. Implement a graphical interface which allows the visualization of the map and the shortest route found, this must tell the user which attractions to visit first.

Req4. Allow the user to enter 2 different types of graphs (adjacency list and adjacency matrix) which have the weight of each edge and the current information of each attraction (time in queue, time in attraction).

Req5. Help users find the fastest route to all the attractions or to the attractions they want to visit.