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Airport check-in simulation

Project description

This project is about simulating the activity of 10 check-in points of a small airport on a dashboard for airport check-in supervision.

Passengers come to a check-in point. Every passenger has a ticket for a specific flight, and an identity card. Every flight has a passenger list containing enough information to uniquely identify every passenger. A check-in point is destined for a specific time interval to a specific flight.

When a passenger comes to check-in the id card and the ticket are presented at the check-in point for verification. Then their luggage is weighed and an id tag is attached. Afterwards the luggage is sent for loading into the plane. The passengers move through a gate, their credentials are checked again then they go to the waiting room for boarding.

At every check-in point there will be a queue of passengers (some of them with checked bag).

Features

- “add more passengers” button
- saving, loading
- check history
- check schedule
- check current state
- delete, update passengers
- see plane seats
- see plane schedule
- “delete everything “ button (maybe)
- 1 minute updates
- Freeze everything (maybe)