Fontys University of Applied Sciences

Eindhoven, The Netherlands

Plan of Iteration III

PROCP

AIRPORT LUGGAGE SIMULATION

Team IT Rockstars | 06-January -2021

**Group E**

**Team members:**

Aleksander Sopiqoti

Bilal Delal Aktas

Fadi Abboud

Emad Albouni

Obaid Ghafoori

Ralia Larmonie **Tutor:** Mr. Emin Thaqi

Table of Contents

[**Introduction**](#_xtvr373qfdu3) **3**

[**Backlog**](#_9o3cbqnkc27d) **3**

[**Goal**](#_4ku96vdb6gbz) **3**

[**Team Role**](#_54omoosphu1) **5**

## Introduction

During the ProCP we are going to work with Agile Scrum methodology. This means that to deliver the software system, we work on iterations. Each iteration brings new features. In this document we plan the first iteration out of three.

## Backlog

Derives from Plan of iteration II. Which includes: the start simulation, stop simulation and import & export functionalities.

## Goal

To complete the goal of Iteration 3, we decided to use the Dijkstra algorithm in order to get the shortest path. Improve the start and stop simulation. As a team we also decided to implement animation   
This iteration we will cover the following:

1. Final URS & design document
2. Final version of plan for iteration 3
3. Source code of prototype
4. Unit tests of prototype
5. Prototype
6. Updated version of work division report

For this iteration we have chosen to improve the following use cases:

* **Start simulation**

Since we need to deliver a prototype we would need to have an app that properly displays and uses the algorithm. Algorithm will find the shortest part

* **Stop simulation**  
  To exit the application without any error or backlog, we have to implement the stop simulation functionality.
* **Animation**

Specific amount of luggages will move on the path from check-in to check-out.

* **Statistics**

To visualize the some methods (Number of luggages per flight, number of flights per flight) we will use graph library

* **Click & Touch**

We will provided to our client extra flexibility in the project in order to determine his/her check-in and check-out

* **Obstacle**

We will simulate in case an obstacle on the path , and the algorithm will find a way around it.

## Team Role

|  |  |
| --- | --- |
| **Role** | **Participants** |
| Work Division Report | Everyone |
| Coding\* | * Start Delal Aktas   Ralia Larmonie     * Stop Emad Albouni   Obaid Ghafoori   * Click&Touch Delal Aktas   Ralia Larmonie   * Obstacle Fadi Abboud  Aleksander Sopiqoti * Statistics Delal Aktas   Ralia Larmonie |
| Final URS & design document | Everyone |