Fontys University of Applied Sciences

Eindhoven, The Netherlands

Plan of Iteration I

PROCP

AIRPORT LUGGAGE SIMULATION

Team IT Rockstars | 21-September -2020

**Group E**

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## 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

For this iteration we don’t have any backlogs as it is the first iteration.

## Goal

To complete the goal of Iteration 1, we divide it in two phases. In the first phase (two weeks) we need to still work on the URS and present them to our tutor. Also another important task is to complete our research on baggage simulation and find the perfect algorithm so we can start coding the application. In the second phase(two weeks) we have to finish all of the deliverables as stated in the deliverables chapter. This iteration we will cover the following:

1. Final version for the URS for the plan of iteration 1
2. Work division report.
3. UML-Class diagram
4. Non-trivial sequence diagrams
5. Final version of plan for iteration 2
6. Proof of concept (Application with the chosen use cases. Includes source code).

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

1. Start simulation  
   Since the proof of concept needs to run, of course we need to start the simulation. Also this is the core of our software. This use case has a lot of importance as it contains other important functionality like; inputting the data, finding optimal paths, and to run the simulation.
2. Stop simulation  
   To exit the application without any error or backlog, we have to implement the stop simulation functionality.(to be continued)
3. Drop & Drag model building.  
   For the simulation to work, it needs to have the items (check-in desk, baggage belt etc. ) in the grid. After it knows the map, it can find the optimal path and run the simulation.

## 

## Team Role

|  |  |
| --- | --- |
| **Role** | **Participants** |
| GUI Design | Fadi Abboud  Aleksander Sopiqoti |
| Sequence Diagrams | Ralia Larmonie  Delal Aktas |
| UML class diagram | Obaid Ghafoori  Emad Albouni |
| Work Division Report | Everyone |
| Coding\* | Everyone |
| Plan of iteration 2 |  |
| URS of iteration I |  |