Fontys University of Applied Sciences

Eindhoven, The Netherlands

Plan of Iteration II

PROCP

AIRPORT LUGGAGE SIMULATION

Team IT Rockstars | 21-September -2020

**Group E**

**Team members:**

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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

Derives from Plan of iteration I. Which includes: the start simulation, stop simulation and drag & drop model building.

## Goal

To complete the goal of Iteration 2, we decided to use the Dijkstra algorithm in order to get the shortest path. Improve the start and stop simulation.   
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:

1. Start simulation

Since we need to deliver a prototype we would need to have an app that properly displays and uses the algorithm.

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

If time permits we could implement the Import and export functionalities.

## Team Role

|  |  |
| --- | --- |
| **Role** | **Participants** |
| Unit tests of Prototype ?!?! | Aleksander Sopiqoti  Ralia Larmonie  Fadi Abboud |
| Work Division Report | Everyone |
| Coding\* | Everyone  Start: Delal Aktas  Ralia Larmonie    Stop: Emad Albouni  Obaid Ghafoori  Shed light: Fadi Abboud  Aleksander Sopiqoti |
| Plan of iteration 3 | Everyone |
| Final URS & design document | Everyone |