Ghantt Chart

| 4		5	6		7	8		9	10	11		12
Ideation and project brainstorming			Project proposal	writing the jaamsim for ACG 1			writing the jaamsim for ACG 2			ACG3	ACG4	
				systems design for ACG 1			Title page & User interface and visualization and animation			Simulation design	Colation of everything	
				background reading for airport structures			Data collection & abstract and motivation & Output analysis			Model documentation and programming &		

History of Jaamsim

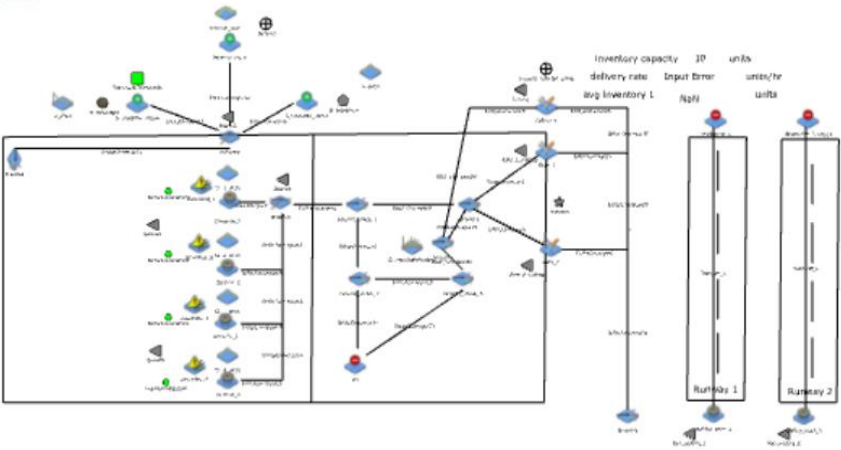|	Task	notes
Week 4		come up with concept for the simulation
Week 5	Ideation and project brainstorming	come up with lessons to learn and topics to cover in the game, as well as project timeline and task
Week 6	Project proposal	
Week 7		task to be done: passenger intro and service type, intro check in, intro gate 1 & 2 and spliting, intro
Week 8	airport jaam sim 1	airplanes and destination
Week 9	airport jaam sim 2	task to be done: multiple passenger gates, secrutiy checks
Week 10		introduction of airplanes coming in and boarding procedures
Week 11	airport jaam sim 3	
Week 12	airport jaam sim 4	Finalizing airplanes simulated realationship with passenger boarding
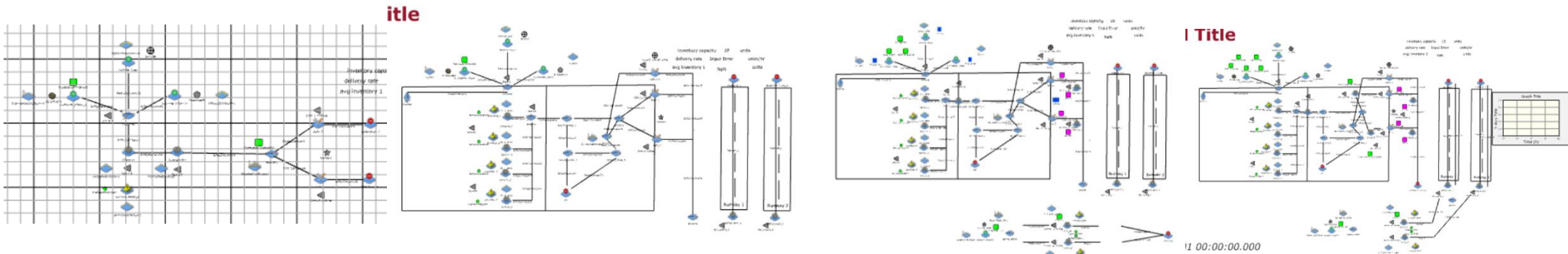
Airport Jaamsim 1

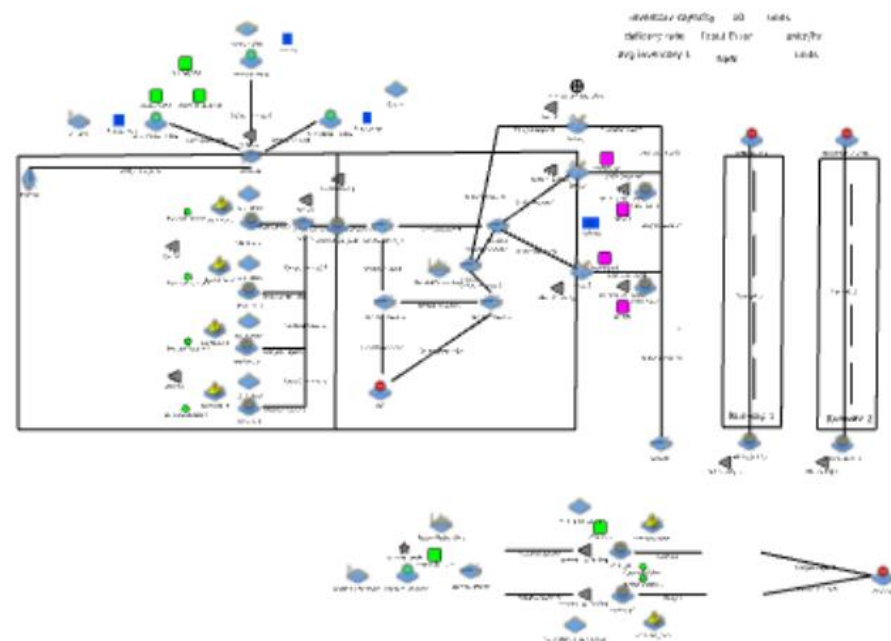|	airport jaam sim 1	
	Items to be discuss	Items after discussion
1	we need more than 1 passenger types	Implement terrorist to give real world vibes, and also 2 types of passenger for realtism
2	check in gate is too simple, try to complicate it so that you can teach something	check in will have 2 ques which will serve 2 counters each, like a real world situation
3	boarding of airplanes is too simple, need more work	boarding will require time, and people can only board if there is a plane
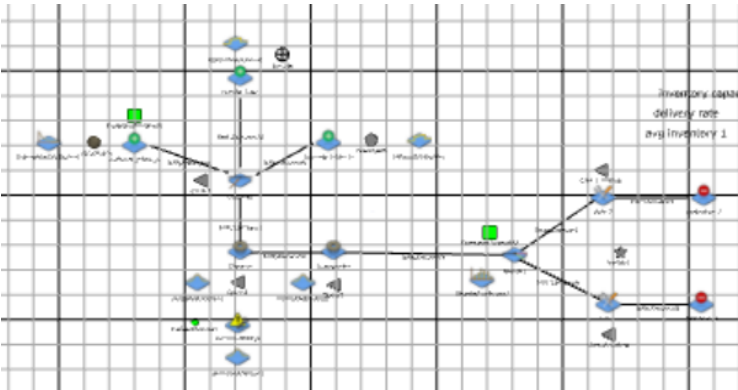
Aiport Jaamsim 2

	airport jaam sim 2	
	Items to be discuss	Items after discussion
1	planes need to land before they can take off, you are not generating a plane fron	Planes need to land before they can take off
2	terrorist needs to have a chance to not get caught	implement a % rather than an absolute of catching the terrorist
3	airport design looks boring	added some aesthetics so that players can have an idea of whats going on

Aiport Jaamsim 3

	airport jaam sim 3	
	Items to be discuss	Items after discussion
1	the relation between airplanes and passengers felt weird	made the passenger and the plane be the same, rather then the plane and passenger work on different visual systems
2	cant read the data	added graphs, and also made sure we know what we are looking for
3	need to improve circling feature, and also steady state is reach prematurely	made 1 que serving both terminals, so you will never have the condition where 1 terminal has all the passenger and no new passenger can come in, and 1 terminal has all the planes so no plane can come in, circling also happens every once in awhile to simulate real world scenerios
4	show the planes landing so it looks nice	made the planes land, so that we know when planes are in and when they

Aiport Jaamsim 4

	airport jaam sim 4	
	Items to be discuss	Items after discussion
1	the relation between airplanes and passengers felt weird	made the passenger and the plane be the same, rather then the plane and passenger work on different visual systems
2	cant read the data	added graphs, and also made sure we know what we are looking for
3	need to improve circling feature, and also steady state is reach prematurely	made 1 que serving both terminals, so you will never have the condition where 1 terminal has all the passenger and no new passenger can come in, and 1 terminal has all the planes so no plane can come in, circling also happens every once in awhile to simulate real world scenerios
4	show the planes landing so it looks nice	made the planes land, so that we know when planes are in and when they