

# Solution for Exercise 04: E-Scooter Ride-Share System

TU Clausthal | Institut für Software and Systems Engineering

Course: Requirements Engineering | Exercise: 04 (Agent-Oriented Modeling)

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## 1. Agents and Roles

The E-Scooter ride-share system comprises three interacting agents, each fulfilling a specific role:

| Agent                     | Role                        | Description  |
|---------------------------|-----------------------------|--|
| Customer (Human)          | Rider Role                  | Manages account setup, vehicle booking, trip execution, and authorizes payment deduction     |
| Vehicle Unit (Hardware)   | Mobility Controller Role    | Operates lock/unlock mechanism, monitors battery status, tracks GPS position, controls motor |
| Central Server (Software) | Operations Coordinator Role | Handles user verification, fleet coordination, fare computation, and payment processing      |

**Design Rationale:** The three-agent model separates human interaction (Customer), physical device control (Vehicle Unit), and business logic (Central Server), enabling independent development and maintenance of each component.

## 2. Goals

### 2.1 Functional Goals

| ID  | Goal             | Description  |
|-----|------------------|--|
| F-1 | Account Creation | Enable customers to register with identity verification and payment method linkage |
| F-2 | Vehicle Booking  | Allow customers to locate nearby vehicles and reserve for immediate use            |
| F-3 | Trip Start       | Authenticate customer and activate vehicle motor upon booking confirmation         |
| F-4 | Trip Completion  | Detect destination arrival, deactivate motor, and secure vehicle lock              |
| F-5 | Fee Settlement   | Calculate fare based on usage metrics and execute automatic payment                |

### 2.2 Quality Goals

| ID  | Goal                 | Description   |
|-----|----------------------|---|
| Q-1 | Fleet Visibility     | Maintain real-time synchronization of all vehicle locations and availability status |
| Q-2 | Billing Transparency | Provide itemized fare breakdown visible to customer before payment                  |
| Q-3 | Payment Security     | Store and transmit financial data using industry-standard encryption                |

## 3. Ride Cost Computation

The system uses a **hybrid pricing model** combining time and distance:

$$\text{TotalFare} = \text{BaseFee} + (\text{Minutes} \times \text{TimeRate}) + (\text{Kilometers} \times \text{DistanceRate})$$

| Parameter    | Description           | Value |
|--------------|-----------------------|-------|
| BaseFee      | Initial unlock charge | €0.75 |
| TimeRate     | Per-minute charge     | €0.10 |
| DistanceRate | Per-kilometer charge  | €0.15 |

**Example:** A 12-minute, 3 km ride:  $\text{€}0.75 + (12 \times \text{€}0.10) + (3 \times \text{€}0.15) = \text{€}2.40$

## 4. Behavioral Interface Model (BIM)

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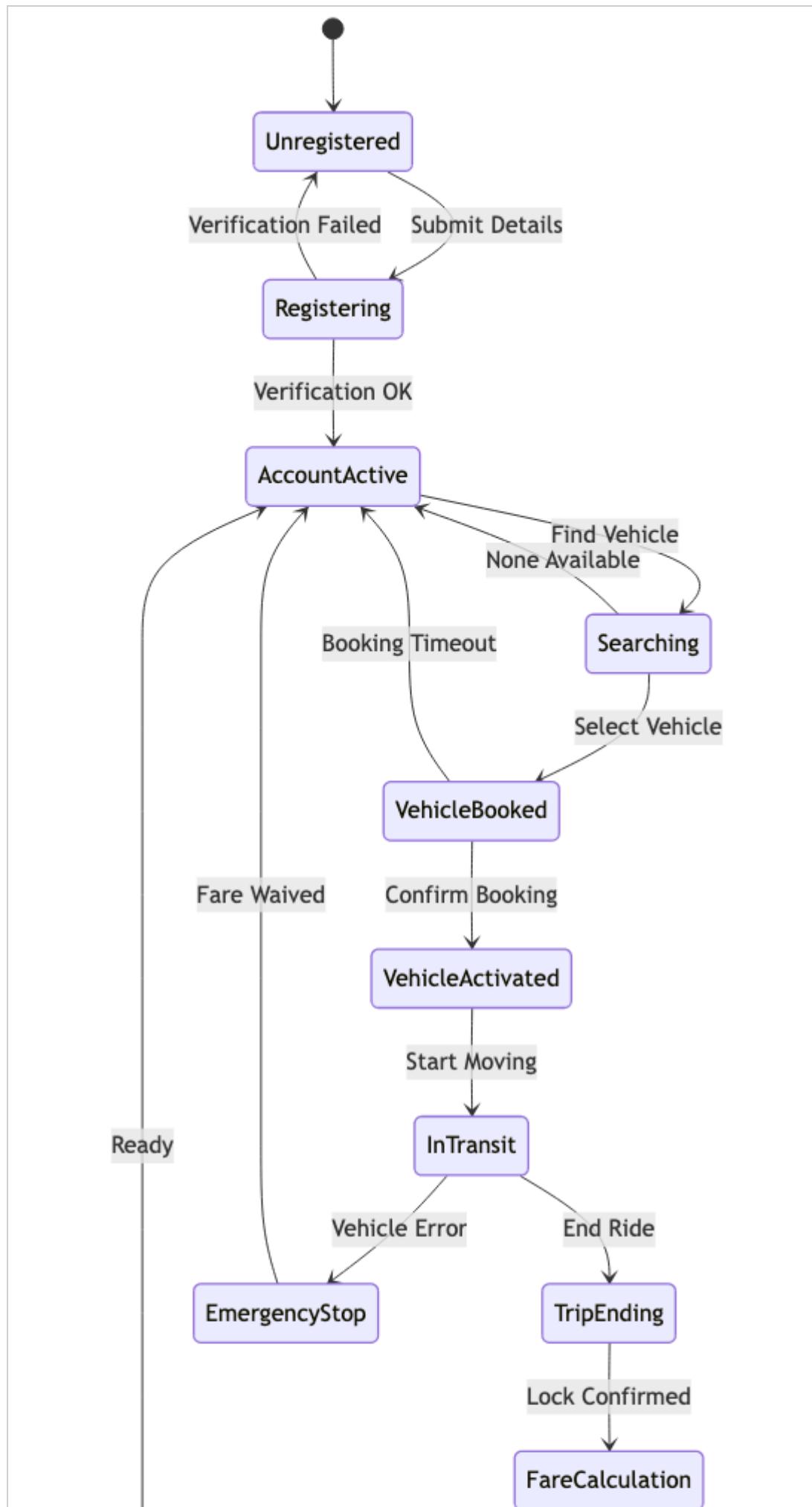
The BIM captures the complete interaction flow between agents, including normal operation and exception handling:

### 4.1 Normal Workflow

1. **Register:** Customer creates account with verified credentials
2. **Search:** Customer browses available vehicles on map
3. **Book:** Customer selects and reserves specific vehicle
4. **Activate:** Vehicle Unit unlocks upon customer proximity verification
5. **Ride:** Customer travels to destination
6. **Park:** Customer ends ride, Vehicle Unit locks automatically
7. **Pay:** Central Server calculates fare and debits registered payment method

### 4.2 Exception Handling

| Exception          | Trigger                                    | Recovery Action  |
|--------------------|--|--|
| BookingExpiry      | Customer doesn't activate within 5 minutes | Release vehicle to pool, no charge applied                       |
| PaymentRejected    | Insufficient balance or card error         | Notify customer, allow 3 retry attempts, then suspend account    |
| VehicleMalfunction | Hardware failure during ride               | End ride at current location, waive fare, report for maintenance |



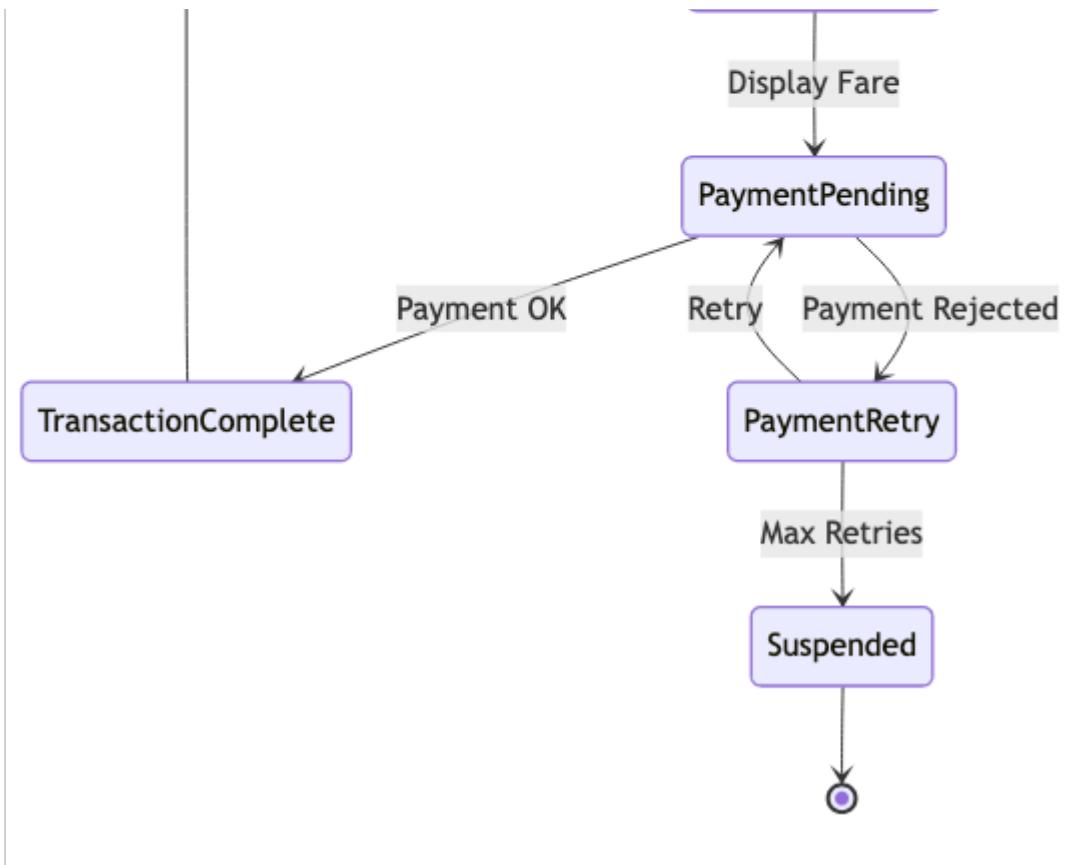


Figure 1: Behavioral Interface Model - State Diagram with Exception Handling

## 5. AOM Goal Hierarchy (3-Level Model)

The goal model follows a balanced three-level structure ensuring clear traceability:

- **Level 1 (Main Goal):** Operate E-Scooter Ride-Share Service
- **Level 2 (Sub-Goals):**
  - SG-A: Manage Customer Lifecycle
  - SG-B: Manage Vehicle Operations
  - SG-C: Manage Financial Processing
- **Level 3 (Leaf Goals):** 5 Functional Goals (F-1 to F-5) + 3 Quality Goals (Q-1 to Q-3)

### Goal-to-Role Mapping

| Goal                      | Primary Role           | Supporting Role(s)     |
|---------------------------|------------------------|------------------------|
| F-1: Account Creation     | Operations Coordinator | Rider                  |
| F-2: Vehicle Booking      | Operations Coordinator | Mobility Controller    |
| F-3: Trip Start           | Mobility Controller    | Operations Coordinator |
| F-4: Trip Completion      | Mobility Controller    | Rider                  |
| F-5: Fee Settlement       | Operations Coordinator | -                      |
| Q-1: Fleet Visibility     | Mobility Controller    | Operations Coordinator |
| Q-2: Billing Transparency | Operations Coordinator | -                      |
| Q-3: Payment Security     | Operations Coordinator | -                      |

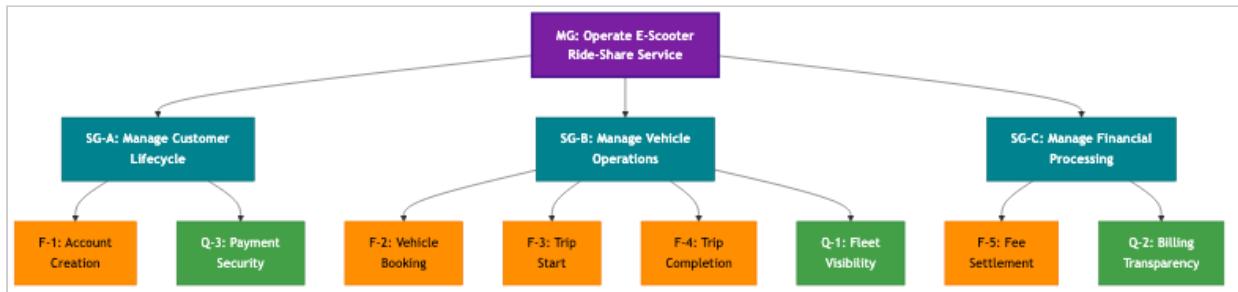


Figure 2: AOM Goal Model - Three-Level Hierarchy