Airport Traffic Simulator

[Design Document]

Teacher:

Chung Kuah

ProCP

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Developers:Yoanna Borisova,Teodor Genov,Vladimir Katrandzhiev,Monika Kerulyte,Ignas Kybransas,Rostislav Tinchev

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# Overview

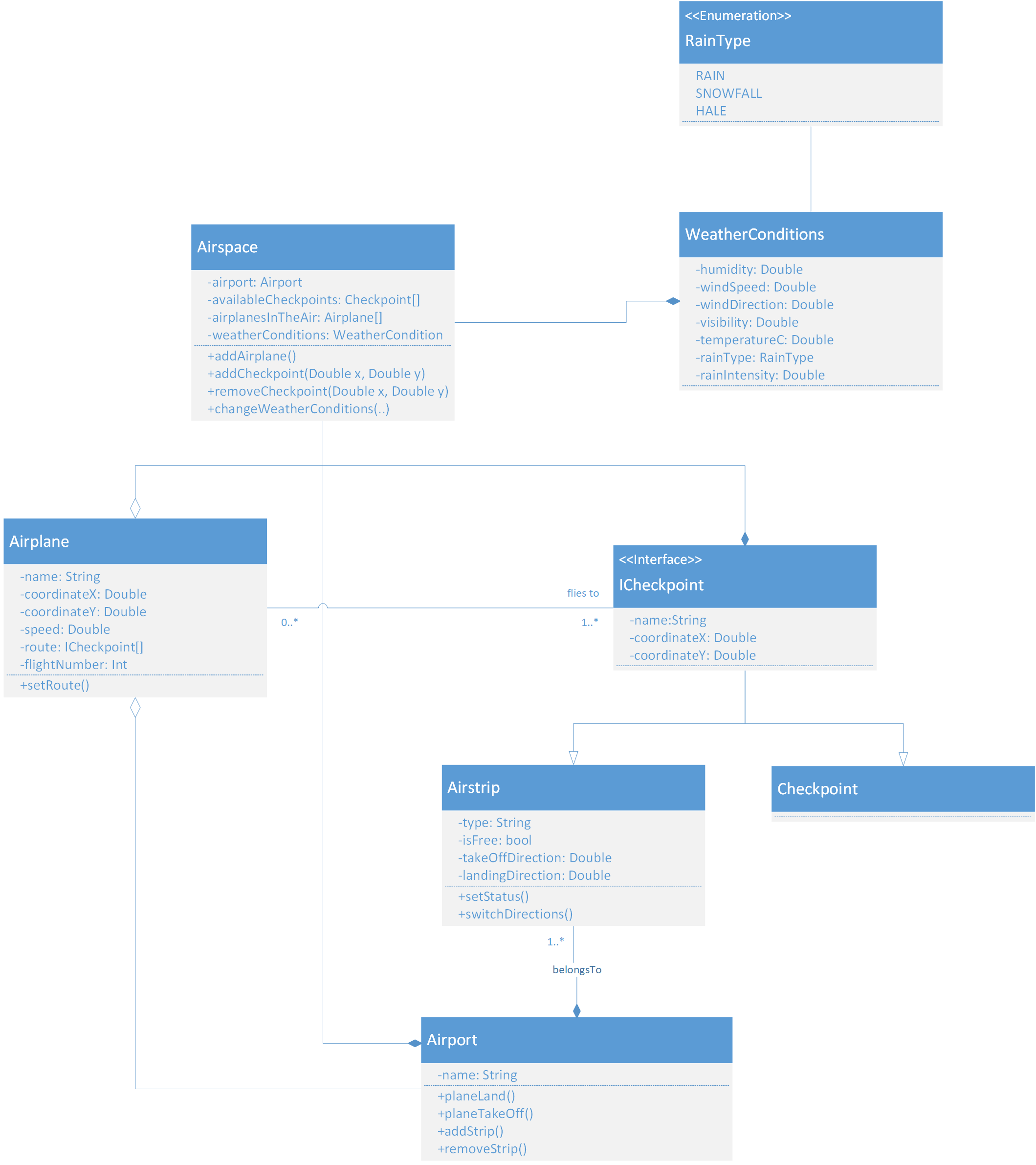
Airport Traffic Simulator is an application that is used at the airport, by employees at the Control Tower to regulate air traffic.

This spec is going to be updated throughout the entire course until realizing the project. The graphics and layout of the screens is shown here merely to illustrate the underlying functionality. The actual look and feel will be developed over time.

This spec discusses what the application will contain visually, how the user can interact with it and how the application is structured behind the visualization.

# Class Diagrams

See next page.



# User interface

***To be updated!***

# Screen by Screen Specification

The final product will contain a total of 2 screens. Both screens will have the same design despite some changes that are going to be made, which suit the needs of each one so that they achieve their goals.

All of the screens are created in Windows Form Application.

# Log in Screen

***To be updated!***

# Main Screen

***To be updated!***