Airport Traffic Simulator

[Iteration 1]

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# Purpose of the document

This document is made to describe how the first version of the simulator will be handled, when it will be finished and what the final product of this iteration will be able to do.

# Participants

The participants of this iteration will be the whole development team of the project

# Backlog

There is no previous version as this is the first one. For the future iterations, this section will describe the state of the product before the initiation of the iteration.

# Goal

During this iteration, the product must satisfy the following functional requirements:

* Simulate airport traffic
  + Checkpoints creation
  + Plane instances
  + Managing the traffic related to the airstrips
  + Changing the number of airstrips
  + Changing the direction of airstrip
* Interaction with the air traffic by making checkpoints through where the planes should fly
* GUI
* Graphical representation
* Current position, routes, etc. of all relevant flights should be saved to a file
* Current position, routes, etc. of all relevant flights should be loaded from a file

**Remarks:** By the end of this iteration, the simulator must be able to do all of the previously mentioned functions. If they have been implemented before the deadline, then the team will try their best to implement additional functionality to the final product of this iteration.