eVTOL Sim Problem Initial thoughts:

* A class to describe the vehicle being developed
  + Each company will have an instance of the class
* A simple class for chargers
  + Contains a queue/list for vehicles at the charger
* Class for statistics
  + Each vehicle needs an instance of this class
* Come up with an indexing scheme for iterations over the flight time
  + Simple breakdown would be 1 iteration equals .01 hours
  + Some calculations are hourly, meaning every 100 iterations a specific calculation needs to be made.

Potential questions

* Can vehicles switch chargers or are they stuck at the charger they land at?
* Do vehicles pick the charger with the lowest number of vehicles or the lowest wait time?
  + Will an Echo vehicle choose a queue with 2 Bravo vehicles or one of the queues with Charlie or Delta?
* Does fault chance continue during charging? I assume yes, since the vehicle is still on.

Not part of the problem:

* Could I include battery/charging optimization or come up with a scheme to maximize passenger miles per charge?
  + If a vehicle is getting low on battery and there is 0 wait to charge would it be better to charge immediately rather than waiting until battery is 0 and potentially have to wait?