**Client Team Meeting**

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| **Project Name:** | Subway System Simulator |
| **Team Name:** | Elite |
| **Purpose:** | Introducing the team to the client |
| **Day, Date & Time:** | 9/2/2016, 8:00 to 8:50 a.m. |
| **Location of Meeting:** | CH1750 |
| **Attendees:** | All |
| **Absentees:** | None |

**Agenda:**

* Introductions of attendees
* Background of project
* Discussion of project scope and time
* Discussion of other important topics

**Client Wish List:**

1. The dispatcher should send signals about the tracks to the trains.
2. The signals regarding power supply to tracks, if there is a train already on the track or if the tracks are submerged under water due to heavy rains should be sent by the dispatcher
3. If there are interconnection between tracks then the signals should be sent so that the trains should not be at the intersection at the same time.
4. Also the trains are of varying characteristics.

**Date and time of next client meeting:** 9/7/2016, 8:00 – 8:50 a.m.