Airport Traffic Simulator

[Iteration 2]

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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

# Goal

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

* Have ability to add airplanes with custom settings.
* Fix bugs from iteration 1.
* Display information.
* Simulate airplane movement (route following, altitude changes, etc.).
* Apply additional criteria to the pathing algorithm, so that it works with more than just the shortest path.
* Further improve GUI.

**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.