# Requirements

1. simulate chip-coin operated car parks in Sheffield city centre
2. Each car park will have one entry and several exit points
3. Each Entry and exit points are equipped with a barrier and a chip-coin machine
4. Drivers collect chip-coin situated next to the entry barrier
5. drivers pay fully before they leave a car park using pay machines (separate device in carpark)
6. Car parks' charging structure is displayed at entry points and pay machines
7. car parks may operate different discount schemes
8. emergency vehicles are expected to enter car parks without hindrance
9. Entry and exit of cars belonging to public may be restricted during emergencies
10. Capacity and available spaces of each car park will be displayed
11. Payments can be made in different ways card, cash, contactless, phone app
12. Is it feasible to make advanced payments? yes if pay by cash first the user can click back and click pay by card.
13. Is it feasible to display the available parking spaces on each floor of a car park on entry? on a free wall display a map will green lights to represent free spaces
14. Some car parks can offer "secure parking". driver sets passcode to allow car to leave the bay
15. What should happen if a chip-coin is lost by a driver? The number plate of the car is linked to the coin id that was given.

# Questions to ask