EIST – T02 Team Project

Flight System GAFIS

Scrumbags

Technische Universität München

29 July 2022

Outline

- Problem Statement
- High-Level Objectives
  - Back-End
  - Front-End
- Functional Requirements
  - Flights
  - Logged-in Functionality
  - General Functionality
- System Design
  - Analysis Object Model
  - Top Level Design
  - Communication Model
- Demonstration
- Current Status and Future Work

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Flight System

Design a system to make traveling via airplane more pleasant

- Get Information about the current flight
- Get points of interest at destination
- Create flight journeys
- Enjoy movies, food and drinks
- ...

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Weather, Movies, Flights, Maps, POIs

Fetch and present data from external services

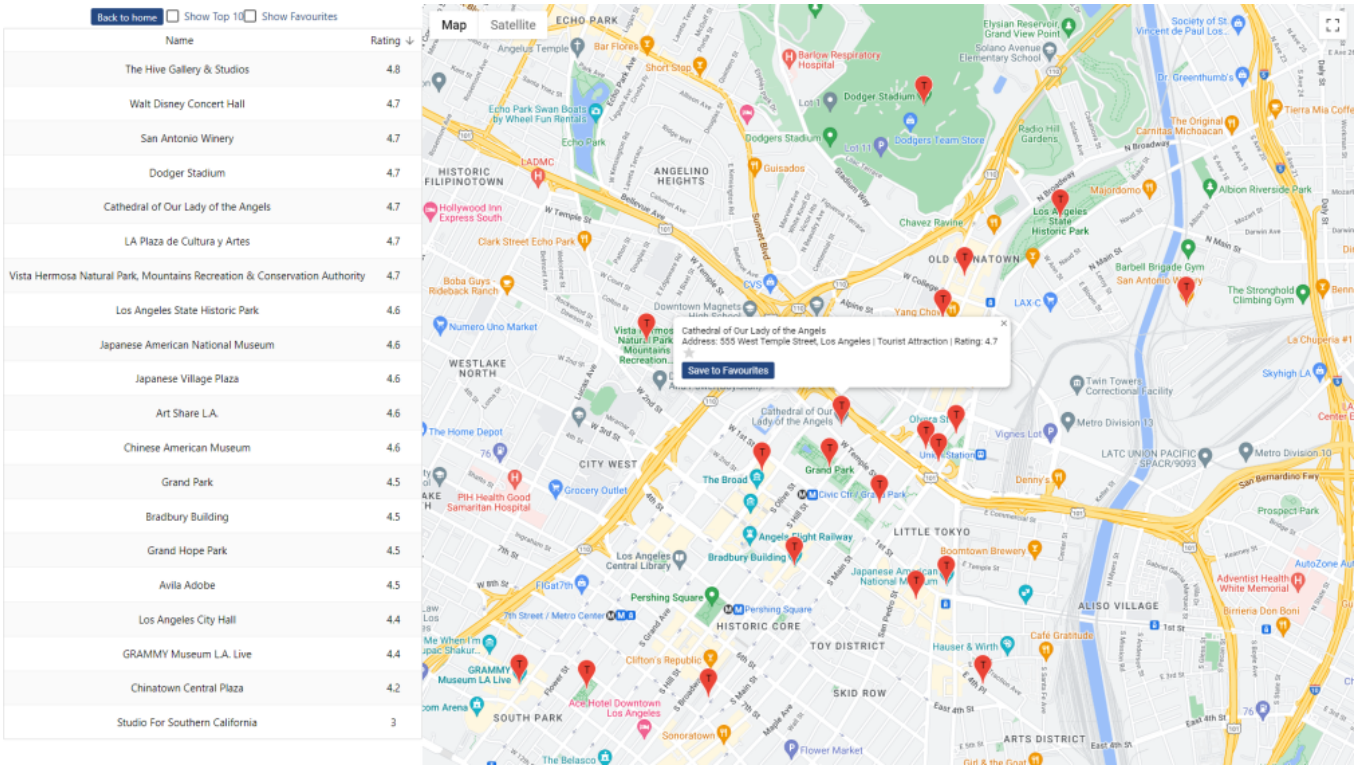

Figure: Points of interest at destination

Flight information and Survey

Create a login system

- Extend system functionality if logged in
- Grant persistance of information

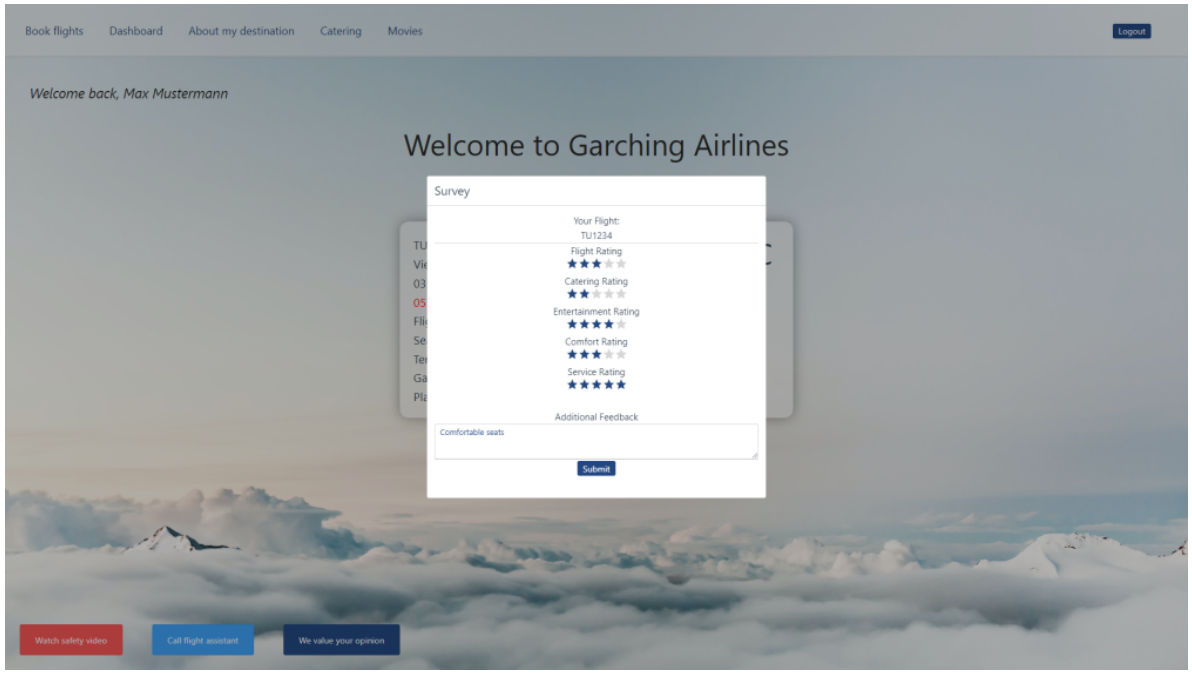

Figure: Logged-in users can take a survey

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UI

Intuitive to use and easy to understand

- Complete all interactions in < 3 clicks

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Flights

- Show flight information and get notified about changes
- Build flight trips from hand-picked flights
- Display destination information

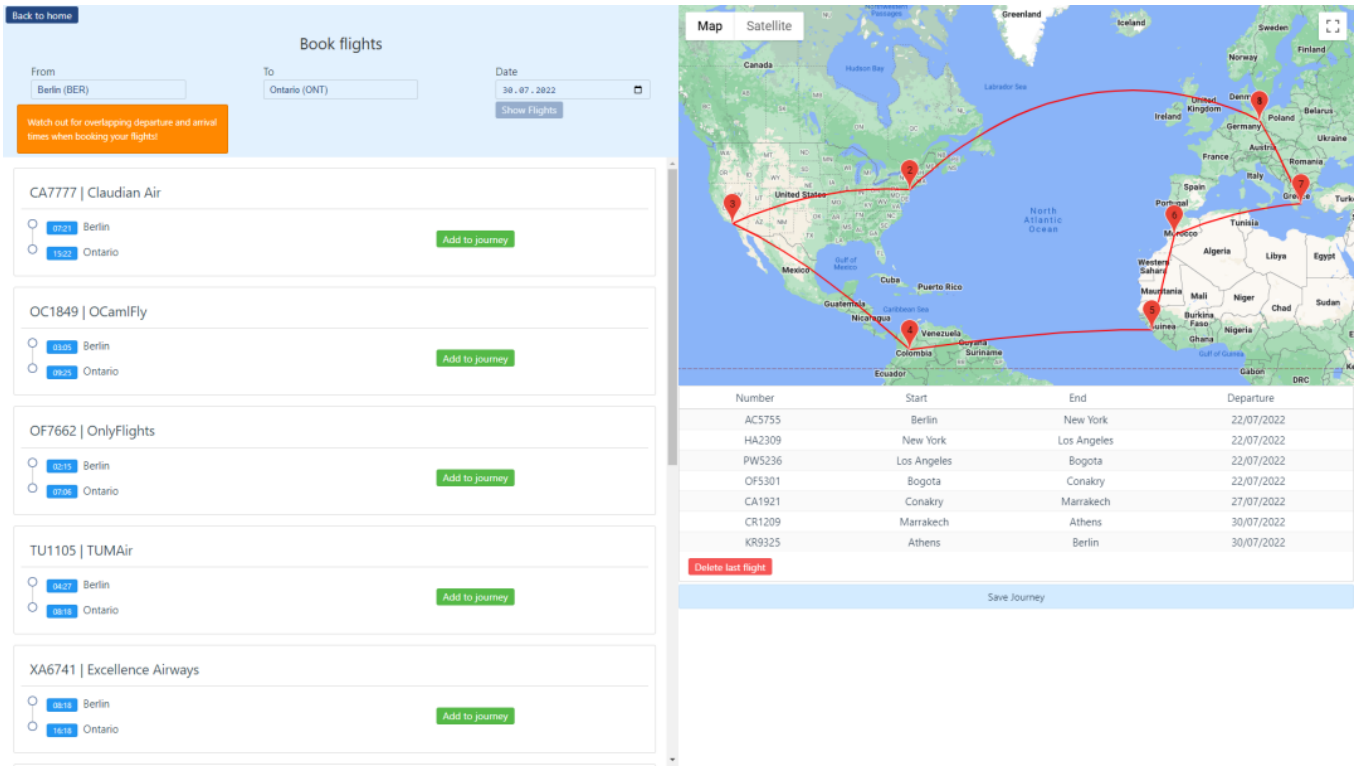

Figure: Build flight journeys

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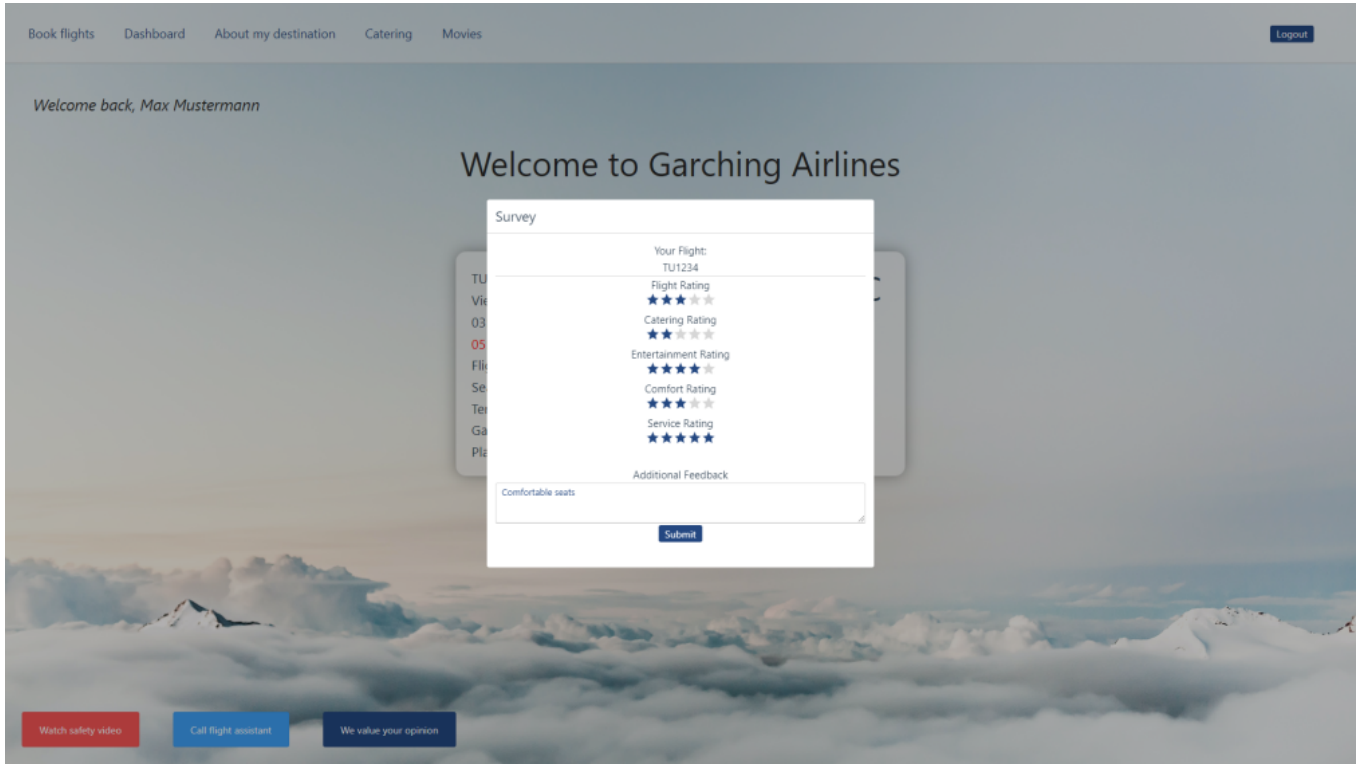
Feedback

- Take survey on flight comfort, catering, . . .



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Infotainment

- Watch movies and order food and drinks
- Request assistance
- Watch flight safety instructions

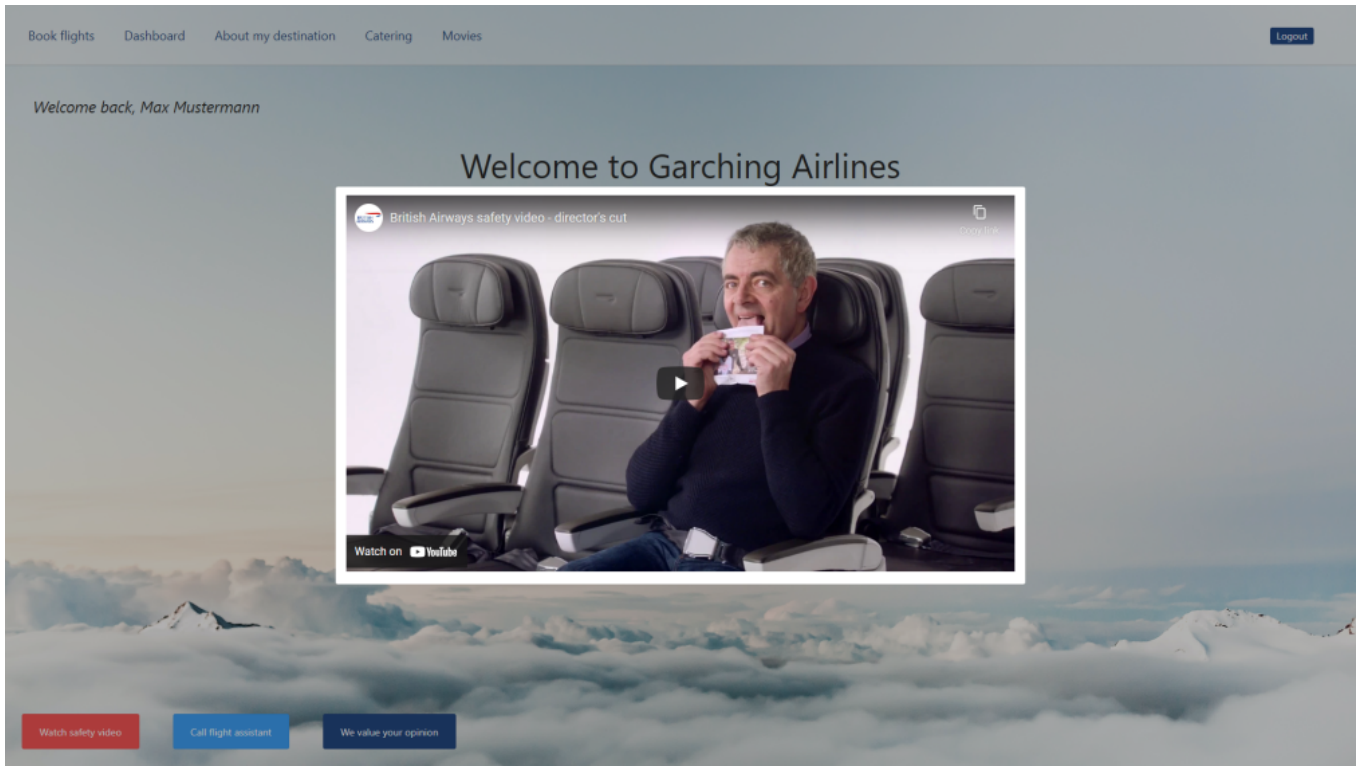

Figure: Safety video

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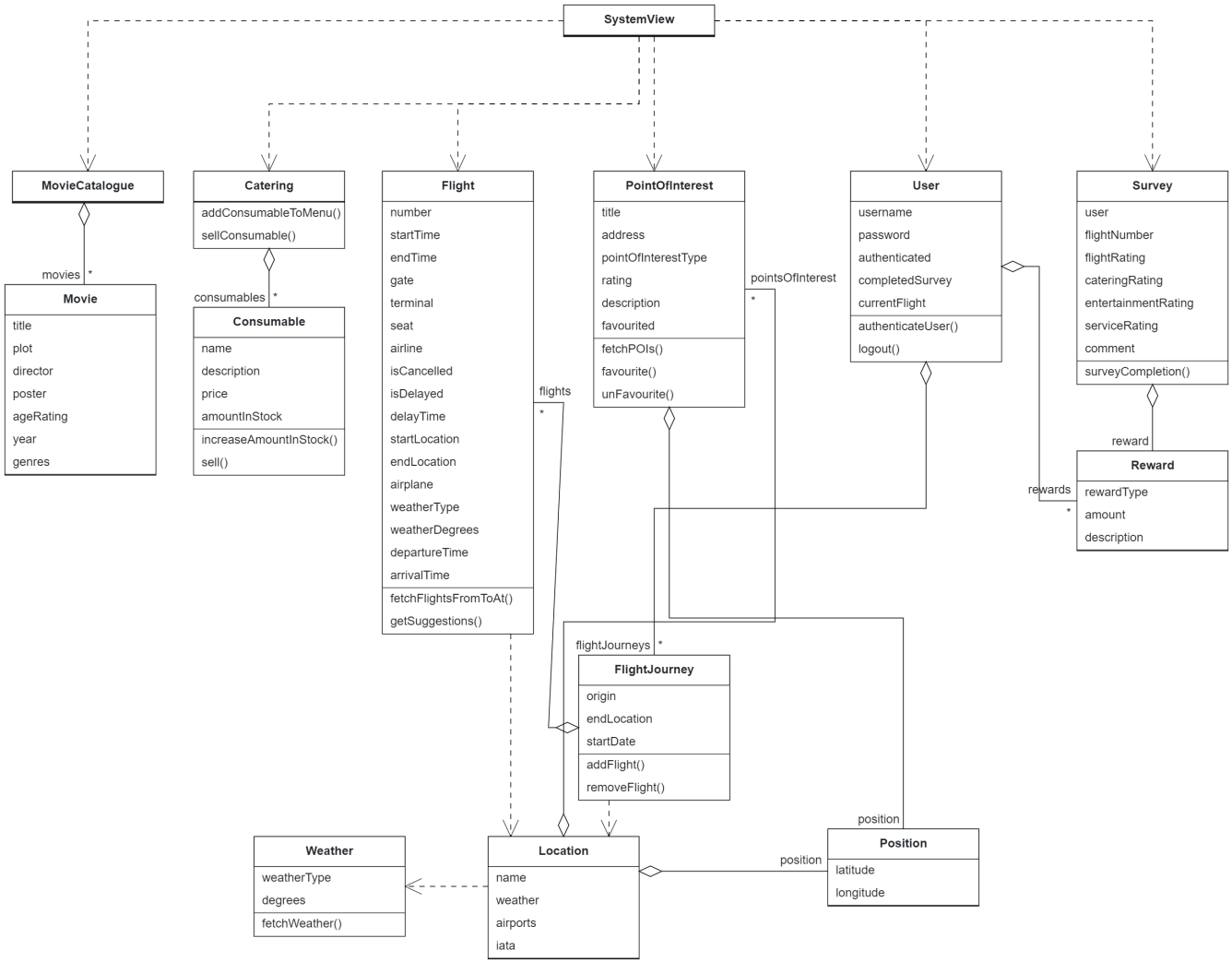
Analysis Object Model



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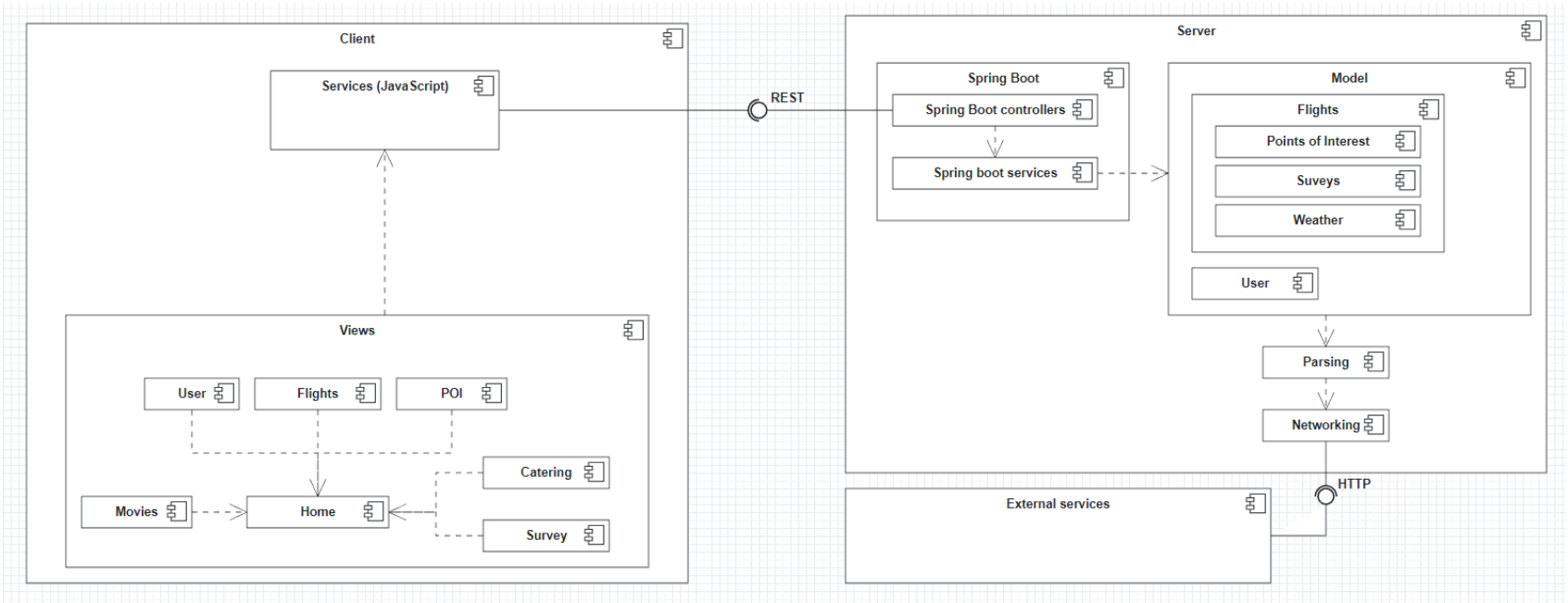
Subsystem Decomposition



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Communication Model

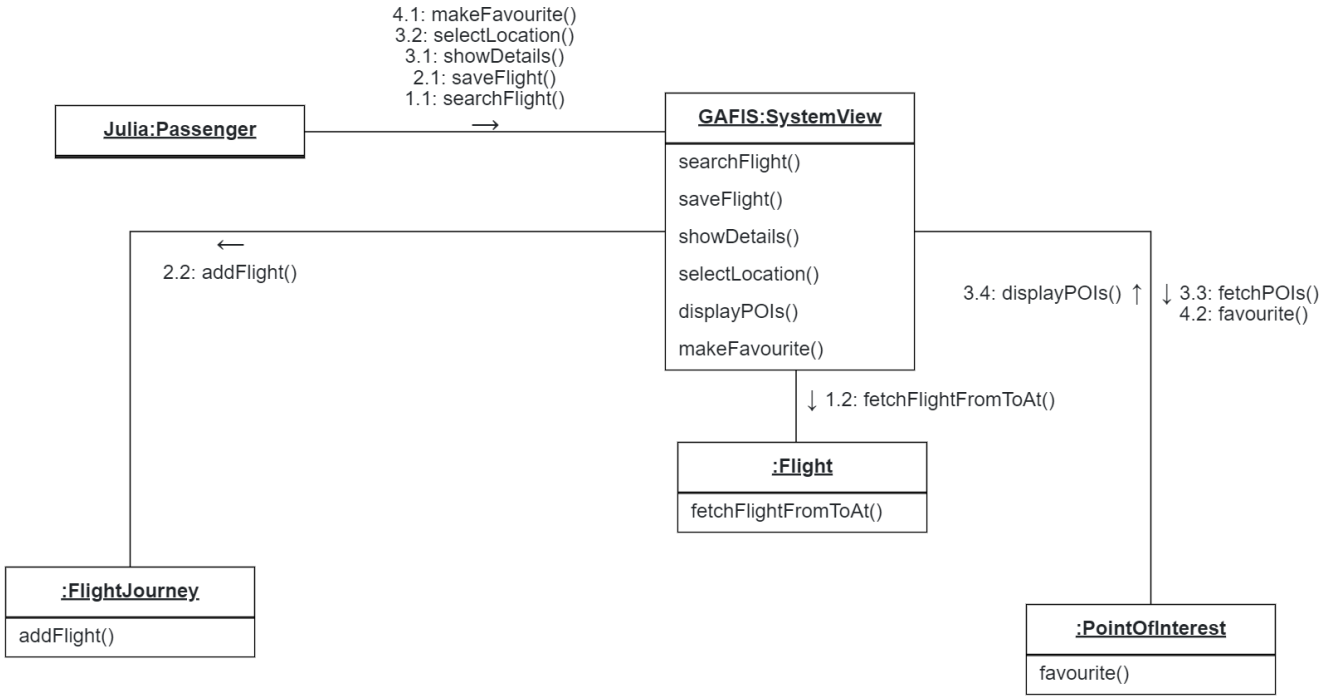

Figure: Julia's flight from Munich to Lisbon

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