EIST – T02 Team Project Flight System GAFIS

Scrumbags

Technische Universität München

29 July 2022

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

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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

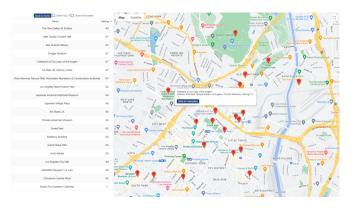


Figure: Points of interest at destination

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
- ▶ Build flight trips from hand-picked flights
- ► Display destination information

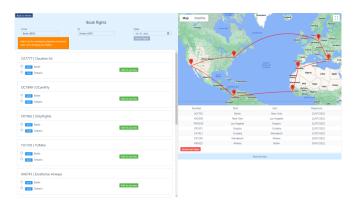


Figure: Build flight journeys

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Feedback

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



Figure: Logged-in users can take a survey

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Infotainment

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

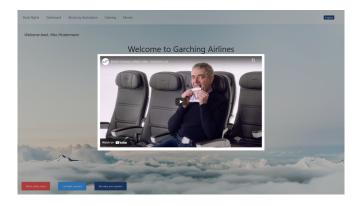


Figure: Safety video

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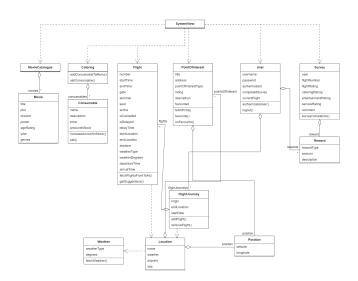
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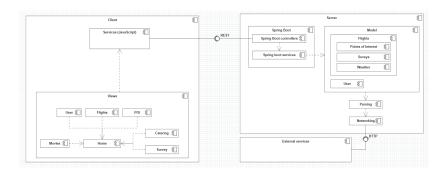
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Subsystem Decomposition



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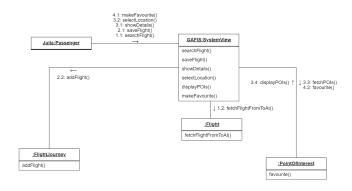


Figure: Julia's flight from Munich to Lisbon

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- Audio player / music application
- News portal
- Database for persistent users and locations
- Live weather
- Real time plane location tracker
- Prepaid wallet for payment of catering orders and flight booking