**Senior Research Jordan Mason**

**Airplane Boarding Simulator**

**Non-Functional Requirements**

1. Allow simulations of all current boarding methods used by companies.
2. Allow user to select average number of carry-on bags for passengers.
3. Give user some control on random behavior of passengers. Families, business passengers, pre-boarding, etc.
4. Use sliders and dropdown menus for user input.
5. Generate comprehensible and readable report that reflects pertinent information on simulation.
6. Report will contain stats such as: Time(minutes), Average Time per Passenger (minutes), Average Distance Traveled By Passenger, and Percentage of Overhead Space Used.