SMALL AIRPORT  
**Functional Requirements**  
the system will:

-Manage all flights

-Store airplane related data including passenger’s data, plane capacity, which seats are booked.

-Monitor departure and arrivals. These two types of information should be displayed in different monitors across the screens available in the airport.

-Provide search options- Allow users to search for flight or passenger info, depending of their level of access.

- Display seat allocations (if GUI display booked seats in red – user can’t click on them and display non booked seats in green?)

- Handle security – check passengers identify, if ok let them pass through the airport

-Passengers/Security and admin have different level of access to the system

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| *FN* | *Requirement* | *Implications* | *Type of Requirement* |
| FN1 | Manage Flight | Data Structure required for handling:  -Schedule  Live Departure/Arrival  -Flight information (number, no of seats, airline etc.) | Functional |
| FN2 | Manage airport spaces & staff | Data structures required for handling:  -airport runways  -airport bays  ground force  -assign staff to bay for landing airplane | Functional |
| FN3 | Manage passenger info | Edit passenger personal details (name, address, booking history etc.) | Functional |
| FN4 | Manage Staff info | Edit staff personal information (name, address etc.)  Assign staff to terminal | Functional |
| FN5 | Assign physical spaces to flights | Correlate requirements 1 and 2. Generate error messages if there is an attempt to assign a runway/airport bay being used in a particular time slot.  Prioritise landings and departures. | Functional |
| FN6 | Login system | Create account for new user or staff member  Log in to system using stored credentials | Functional |
| FN7 | Book/Cancel/Edit flight | Staff and passenger can create, confirm, edit, and cancel booking. They can change seat and class. Passengers can also make payment | Functional |