­­­­­PlaceAttributes Reference Sheet

**Place Classes**

* Class 0
  + Other
  + Ex. Gate, security checkpoint,
* Class 1
  + User **will** have a preference amongst Places of this Class **AND** Places of this Class **will** be inputs to the optimal route algorithm
  + Ex. Restaurant, High-end store
  + Comment: Attributes of this place, and attributes of the user, will be influential in deciding which specific Place the user would most enjoy
* Class 2
  + User **will NOT** have a preference amongst Places of this Class **BUT** Places of this Class **will** still be inputs to the optimal route algorithm
  + Ex. Charging station, ATM, Convenience store
  + Comment: think about it this way: At some point you need an ATM before you go, but not necessarily right now
* Class 3
  + User **will NOT** have a preference amongst Places of this Class **AND** Places of this Class **will NOT** be inputs to the optimal route algorithm
  + Ex. Restrooms, First Aid Stations, Telephone (why they can’t just call from their cell phone, idk)
  + Comment: These items will instead be highlighted on a map

If you guys could determine the Class of each Place based on your intuition and add it to the designated column on the Excel spreadsheet, that would be lit.

**Categories** // These are codes for the specific category of the Place. Categories are more specific than Classes. All Places of Category X will be of the same Class, but not all places of Class Y will be in the same Category.

*Before going through terminals D and E and categorizing each place, feel free to add to, remove from, and edit this list as you see fit. Nevertheless, it may be useful to keep a category even if you don’t plan on adding anything. They might be useful in the future, and we can always merge and consolidate later.*

|  |  |
| --- | --- |
| Code | Category name and description |
| 0 | Gate |
| 1 | Security Checkpoint |
| 2 | Snacks/Beverages eatery (coffee, ice cream, bakery, pretzels, candy) (low-end) |
| 3 | Casual-Side restaurant (mid-range) |
| 4 | Higher-end restaurant/bar (high-end) |
| 5 | Convenience Store (low-end) |
| 6 | Normal Store (tech, souvenirs, normal goods, etc.) (mid-range) |
| 7 | Luxury Store (high-end) |
| 8 | Store offering services only (Spa, shoe cleaning, etc.) |
| 9 | ATM |
| 10 | Child Play Area |
| 11 | Pet Rest Area |
| 12 | Lounge |
| 13 | Electronics charging station |
| 14 | Information station |
| 15 | Restroom/Water Fountain |
| 16 | Car Rental Station |
| 17 | Exit (I don’t actually think we have to map this one) |
| xxx | *(add any more you can think of)* |
|  | ***Ride Share areas*** |

Product Type Codes