**Makers Airport Challenge – User stories and object/message chart**

**User Stories**

As an air traffic controller

So I can get passengers to a destination

I want to instruct a plane to land at an airport

As an air traffic controller

So I can get passengers on the way to their destination

I want to instruct a plane to take off from an airport and confirm that it is no longer in the airport

As an air traffic controller

To ensure safety

I want to prevent landing when the airport is full

As the system designer

So that the software can be used for many different airports

I would like a default airport capacity that can be overridden as appropriate

As an air traffic controller

To ensure safety

I want to prevent takeoff when weather is stormy

As an air traffic controller

To ensure safety

I want to prevent landing when weather is stormy

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| --- | --- |
| **Object** | **Message** |
| Plane | Land at airport  Take off from airport  Prevent take-off when stormy  Prevent landing when stormy |
| Airport | Prevent landing if airport is full  Overwrite default airport capacity |
| Air Traffic Controller | Confirm plane is no longer there after take-off |
| System Designer |  |

A method stub is an instruction to an object (real or test double) to return a  
known value in response to a message:

allow(die).to receive(:roll) { 3 }

This tells the die object to return the value 3 when it receives the roll message.