**Public Transport Route Finder System (PTRFS)**

Public Transport Route Finder (PTRF) is a mobile application with an active Internet connection, which can be used by people living in many different cities all over the world. Main aim of the application is to suggest the available public transport routes between two given points in a city. Depending on the means of public transport available in a city, it can suggest different kinds of transport types including railway, land vehicles (city busses, private buses, etc.) and sea transport. If the stations (bus stops, etc.) of two consecutive vehicles to be used are within walking distance, the system should also show the shortest path to be walked to reach the next station on the route. It should also be possible to add new public transport types and update the existing ones in each city.

The use case to be implemented is showing the available transport routes between two points chosen by the user.

**REQUIREMENTS (ANALYSIS) REPORT (19.11.2018)**

1) Introduction

2) Identification of Viewpoints

Principal Viewpoints of the System

Viewpoint Hierarchy Diagram

Requirements of each Viewpoint

3) Requirements Definition (considering functionality)

Functional Requirements

Non-functional Requirements

Domain Requirements

\*\* If any of #4 is applicable to your project:

4) Requirements Definition (considering lifetime)

Volatile Requirements

Enduring Requirements

5) Requirements interview with domain experts (you should either record the interview on CD or put a section for the list of requirements taken from each expert along with his/her email and telephone number into your report)

6) Requirements Prioritization and Negotiation

7) Requirements Traceability Matrix

8) Fully Dressed Use Cases of Main Scenarios

9) Domain Model as a UML class diagram

10) Any other schema or other forms of description that you think is necessary

**PROTOTYPE PRESENTATION (24.12.2018 & 31.12.2018)**

The teams are required to present the results of their analysis efforts and prototype implementation (demo) as a short (15 min.) presentation and demonstration. We expect to be able to understand your system clearly from your presentation, so you should include anything you think is necessary to achieve this. You are recommended to present your prototype, referencing your system architecture. You may change any part of your previous choices as long as you explain in your report what has been changed and why. Your presentation should also include the test cases you have taken into consideration.

The prototype should cover the main use cases of your design and indicate how the user interface will function. You are expected to implement all of the UI and only the use case that is indicated in the project topics document. In order to develop a better prototype, you are advised to start implementation after passing all of the design phases covered during the course. You should consider the usability issues in the design of the user interface. The prototype must give a message for all other use cases that are not implemented.