**Requirements**

* Data system to read data from the ADS-B exchange and process this data
* Visualisation of aircraft in 3D space within an OpenGL framework
* Aircraft forwards and backwards visualisation and the ability to pause the movement
* Plotting of airports and countries on a 3D rendered Earth
* Round earth rendering
* Simple Graphics

**Expandability upon Completion**

* Weather Data, this will allow for the correct adjustment of flight levels
* Aircraft Trails, this will be able to show the path of aircraft in the past
* Filters for data, this will allow for aircraft to be filtered by type, height, speed, airport, etc
* Data Cleaning, such that data errors are removed
* Graphical Enhancement, the inclusion of height and terrain data, as well as OSM data and ground textures, possible inclusion of some weather data.
* Aircraft Models – 3D models for the aircraft
* The ability to run the program on a laptop
* Early Demo