Project Questions

This is a number of questions I asked Ruth during class about or project, some questions may be useful during the design of some of your classes, others many not be necessary for the project.

Does the Cost or budget matter? Not yet.

How does the user interact with the program? Through a tablet or PC using a web interface.

How many docking location? One for now.

Is there a time constraint? Not at the moment.

Tanks and Trains travels at the same speed, so transit is the same time for both, this might be changes later.

Do we care how long it takes to get to the island? No unless this messes up docking

What does the tracking system have to be like? It must show if the vehicle is either at the Source, in transit or at the destination.

It takes an hour for from arrival until unloading is finished.

Either five tanks or two trains can arrive at a single destination at the one time, not both.

There are two types of minions tall thin ones and short thick, tall thins ones are half the width of the short ones. We are only using the tall thin ones for now.

Weight a tank/train can hold? We are only looking at the dimensions for now, not sure if this will change to include weight.

There are two types of rockets an easy rocket and a hard rocket. The easy rocket is half the dimension of the hard rocket.

A train is three times the size of a tank.

How many minions can fit in a tank or train? 30 can fit in a train 10 can fit in a tank, divide by two if the small minions are used.

A tank requires 1 minion to drive, 1 per rocket to shot, 1 per rocket to load.

A train only requires one driver.

3 minions = an easy rocket, 6 minions = hard rocket (cannot recall if this refers to dimensions or for loading and moving purposes).

Who determines when it was delivered? Consider CA from the beginning.