Use Case Number:	003	Written By:	Ryan Bomalaski
Sprint Number:	1	**Application:**	main.py
Tracker ID:	UC-003		
Module:	N/A		

Use Case – Aircraft Nearby and NOT in TOO CLOSE Proximity

The pilot and airplane are flying. While performing routine listening and broadcasting, the airplane sees that there is at least one (1) neighbor nearby to interact with. The listen component brings in the information about the neighbor. The collision avoidance component then checks to see if an avoid is necessary. Since the plane is not in TOO CLOSE proximity, it does not recommend an avoidance to the pilot.

Actors

Pilot	Flies the aircraft, uses collision avoidance to get corrective information
Aircraft	Interfacing with different components needed for flight
Listen Component	Component of the aircraft that brings information from nearby neighbors
Collision Avoidance Component	Component of the aircraft that sends out information about the aircraft
Broadcast Component	Uses information from listen component to recommend a change of course if necessary

Priority

High. Recommending a change of course when it is uncessary could waste fuel. This is also one of three most likely base scenarios that will occur.

Pre-Conditions

The airplane is currently flying, able to listen and broadcast, and there are no neighbors nearby.

Related Use Cases

1. UC-001
2. UC-002