

Use Case Number:	002	Written By:	Ryan Bomalaski
Sprint Number:	002	Application:	main.py
Tracker ID:	UC-002		
Module:	N/A		
Use Case – Aircraft Nearby and In TOO CLOSE Proximity			
The pilot and airplane are flying. While performing routine listening and broadcasting, the airplane sees that there is a neighbor that has entered the TOO CLOSE proximity zone. The collision avoidance component kicks in and tells the pilot that an adjustment is needed.			
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. This is the main use scenario of collision avoidance software; it must avoid collisions.			
Pre-Conditions			
The airplane is currently flying, able to listen and broadcast. There are neighbor(s) nearby and one of those neighbors is in the TOO CLOSE range.			
Related Use Cases			
1. UC-001 2. UC-003			