Cretaceous Gardens Controller

Requirements Definition Document

RDD Version 1.0

Team #3
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CS 460 Software Engineering

Contents

1 Introduction

//introduction

2 Objectives

Four objectives believed to be critical for an optimal implementation of a Cretaceous Gardens Controller are identified here [1].

2.1 Safety

The main objective of the CGC is to provide a safe and reliable experience for the client and the end users. Whether it be electric fences or autonomous vehicles, ensuring safety is of highest priority. The end user ought to feel completely safe as should the client whose liability depends on this aspect.

2.2 User Experience

In order to fully realize an amazing experience for the end user, the CGC must facilitate token purchases and foster intuitive and seamless interactions with the vehicles.

2.3 Maintainability

For the sake of maintainability, the state the CGC should be easily accessible and it should be understandable. All nodes should inherit this feature. The system should also be maintainable in real-time, so it should be prepared for any redundancies that support this aim.

2.4 Efficiency

When it comes to efficiency, the CGC will make sure that both the software and hardware components are highly efficient and functional. Whether we talk about self-driving cars, pay kiosks, camera system, GPS, or electric fences, the CGC must be efficient in interacting with them. This will be possible when all the other objectives are met.

[1] Objectives by Anas and Siri.

3 Overall System Organization

The CGC will be centralized[2] and will manage all relevant components. Figure 1 shows a black box diagram of the CGC. The CGC receives inputs from sensors, user interfaces, and emergency systems like the *Global Alarm System* and responds through appropriate output actions as described below.

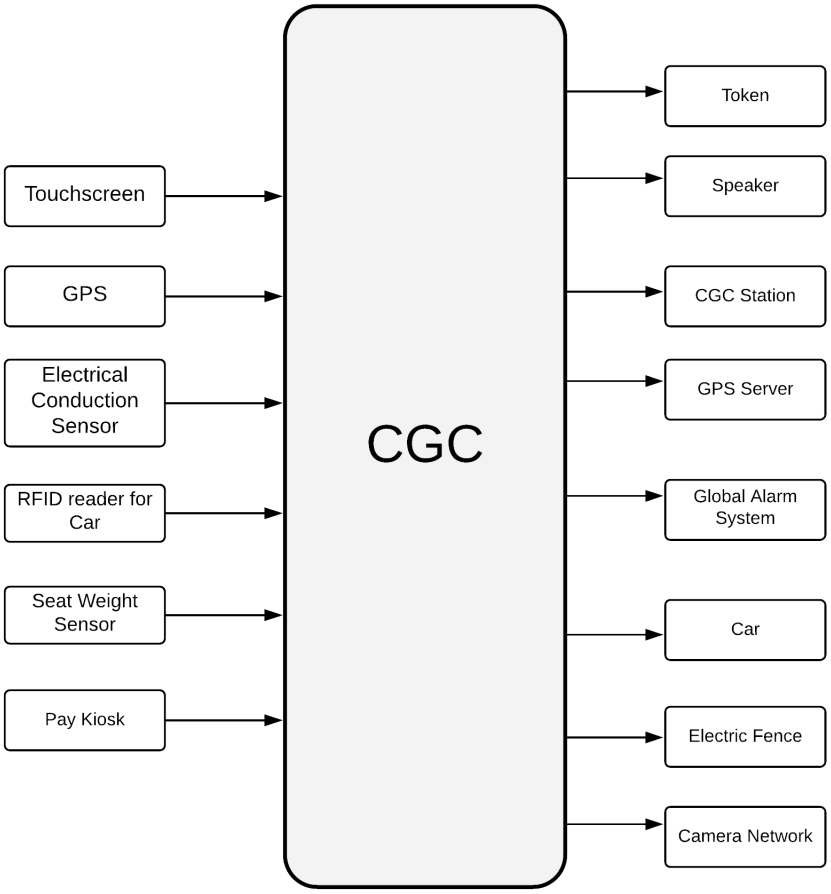

Figure 1: A black box of high-level inputs and outputs of the *CGC*.

[2]System Organization by Anas and Siri.

4 Interfaces

The interfaces are broken[3] *up into main systems. They may be composed of their own sensors but said sensors do not interface with the CGC. The following list of interfaces list their sensors, hardware, and features.*

4.1 Pay Kiosk

The purpose of the the Pay Kiosk interface is to connect the physical Pay Kiosks to the CGC. It is composed of sensors and is designed to do specific feature.

Sensors

Touch Screen: used to sense user interaction.

Credit Card: accepts all major credit/debit cards.

Cash Receptacle: accepts and analyzes cash.

Hardware

Change Dispenser: dispenses appropriate change to the visitor buying a token.

Token Dispenser: dispenses token with unique ID to user.

Features

Token Builder: Takes payment and the out user form and builds a unique token for the visitor.

Maintenance: Enables employees to manage issues with kiosks and provides machine health information.

4.2 Token

The Token will act as an interface to multiple systems. It will provide valuable information about the visitor and also interact with the visitor.

[3]Interfaces by Siri and Anas.

Sensors

Touch Screen: interacts with the users.

GPS: senses the location of all tokens.

Hardware

RFID: the RFID chip will be programmed with a unique ID and used for multiple purposes included access to various systems and areas.

Speaker: the token contains speakers as hardware for alerts and instructions.

Features

Location/Map: utilizes the GPS to provide location services.

4.3 Car

There will be an interface with all the cars. The autonomous car will be built utilizing a partner. We will work closely with them to provide access to specific sensors and features.

Sensors

RFID reader: covers the proximity of the car and is used to grant access and count how many tokens are currently in the car.

Seat Weight Sensor: used to determine if there is someone sitting on the seat.

Camera: used by the car for autonomous driving and also connects to CGC for a needed scenario.

Microphone: used to sense voice for use in an intercom.

Hardware

Speaker: used to alert guests.

Automatic Door Locks: this will be initiated when the car is determined to be moving.

Wireless networking: for communication purposes to communicate with the CGC.

Features

Maintenance System: allows for health checks and health status communication of the car.

4.4 Camera Network

The camera network interface is incharge of communicating with every camera, the redundant network links to each camera, and the DVR system that keeps recording of all cameras per retention policy. It will report on its health.

Sensors

Cameras: records video.

Hardware

DVR: stores and retains video.

Hardwire Ethernet: used for network communication with CGC.

Features

Maintenance System: allows for health checks and health status communication of the camera network.

Viewing: ability to view any camera feed.

4.5 Electric Fence

The electric fence interface will ensure that the visitors are safe from the attack of T-Rex. It will provide features for maintainability, and sensing options to reduce the risk of any damage.

Sensors

Electrical Conduction Sensor: senses for electricity going through electric fence. It has the ability to trigger when there is no electricity.

Hardware

Electrical Fence Panels: special kind of physical panels that allows conductance of electricity going through it.

Hardwire Ethernet: used for network communication with CGC.

Features

Maintenance System: allows for health checks and health status communication of the electric fence.

4.6 Global Alarm System

The global alarm system controls what gets played on a network of speakers for emergency related or informative needs.

Hardware

Speaker: the global alarm system communicates with a network of PA speakers.

Hardwire Ethernet: used for network communication with CGC.

Features

Maintenance System: allows for health checks and health status communication of the Global Alarm System.

4.7 CGC Station

The CGC station is a device and interface that interacts with employees. It contains a user interface to analyze and interact with the components that the CGC can communicate with or can monitor.

Sensors

Microphone: used to pick up voice to interact on the intercom. It can also be used to send announcements out to the Global Speaker System.

Touch Screen: used to interact with employee with a provided GUI interface.

Hardware

Speaker: can be used with the intercom.

Hardwire Ethernet: used for network communication with CGC.

Features

Maintenance System: This one is unique in the sense that it can communicate with all other maintenance systems and initiate system checks.

4.8 GPS Server

The GPS server interface provides locations of all the active and surrounded GPS devices that it needs to interact with.

Features

Tracking: keeps track of all GPS devices and their longitude and latitude.

Services: third party service to provide GPS services.

5 Capabilities

//section introduction

5.1 Capacity Protocol

//subsection introduction

1. item

5.2 Emergency Protocol

1. item

5.3 Efficient Usage Protocol

1. item

5.4 Executive Usage Protocol

1. item

5.5 Obstruction Protocol

1. item

6 Design Constraints

//section introduction

6.1 General

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7 Definition of Terms

//section introduction