METRO SIMULATION

***SYNOPSIS:***

All the major cities are experiencing a rapid growth in population from the last few decades. So, the number of vehicles has been increasing. Today traffic on the roads in all the cities is a mix-up of various kinds of vehicles like scooters, buses, cars and auto rickshaws, resulting wastage of fuel and giving environmental pollution.

To rectify the situation Mass Rapid Transport System (MRTS) came into the picture, it is going to be one of the most eco friendly projects.

The goal of our project is to make an analysis and evaluate the effectiveness of operations in metro line. The project is designed to be in accordance with the stages which a typical simulation study consists of: purchasing ticket, ticket verification, platform entry and boarding the train. While we depict the initial stages in a two dimension view, the interiors of the train will be shown in a three dimensional aspect. This sort of representation, which goes into the abstract domain, gives the user precious information concerning the harmony with which the overall system is performing. Any new user will be able to get a good insight into the actual process involved in a metro rail journey.

Although abstract, this is an interesting representation to help study the dynamics of Metro Rail networks. The actual procedures involved are given more importance rather than the outlook of the minute details. The project will be aimed at achieving a user interactive graphics simulation of all the procedures involved such as ticket purchasing, ticket checking, platform view and inside visualization of a typical metro train. All the procedures will be demonstrated in a step by step manner.