

GROUP A

Busriders

- ↳ where the stops are
- ↳ distances
- ↳ average traffic flow, times when bad/good
- ↳ accessibility (bikes // wheelchairs)

Stakeholder Goals

↳ important information

- bus stops (route)
- distance between stops / speed limits (time)
- passengers (accessibility (bike/wheel chair))
 - ↳ max capacity
 - ↳ peak times
 - traffic related
 - passenger peak times (commuters)
 - 5:00pm
 - 8:00-9:00am
- bus maintenance / switch overs @ terminals / breaks
 - ↳ affects times
- price / fare
- weather conditions: may affect bridge usage
 - ↳ time
 - ↳ plow routes / rural vs city center
- HR
 - new driver / driver training / illness
- online - maps / schedules

- bridge backup during traffic peak times

Improvements

- GPS tracker
- approximate average commute at particular times
- weather: draw from environment Canada (weather network)

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Activity 1.

- 1) How long the bus stays at each bus stop
- 2) The distance between bus stops
- 3) How popular is the bus route
- 4) The type of passengers taking the bus route.
(e.g. hospital patients, job seekers etc).
- 5) Traffic lights / other street characteristics.
- 6) Time of day / Date (holidays) that affect number of passengers
- 7) Weather

Scenario B

- There are bus maps but they do not show stops
- Limited information (use alternatives such as google)
- Difficult to find stops

Wish List

- Application like google that shows
 - stops
 - times
 - basic directions
 - costs
- important stops or main stops
 - If buses will be filled & at what time
 - where to get off
 - bus intersections (which buses line up with others)
- Route changes

GETTING FROM POINT A TO POINT B

WHAT WE NEED:

ARRIVAL/DEPARTURE TIME ^(OF RIDER) BUS SCHEDULE

LOCATION OF STOPS

BUS ROUTES/#S

FARE COST

wish

TRAFFIC CONDITIONS (RED LIGHTS, CONSTRUCTION, RUSH HOUR,
WEATHER

↳ Real time data

INFO AVAILABLE:

ROUTE MAPS, BUS SCHEDULE, GPS, GOOGLE MAPS

WISH LIST:

C. Determine total trip time.

Need to know

- When service starts
- Frequency of service.
- Traffic?
- The route you'll be taking
- your origin
- your destination
- delays (bus driver change, long stops)
- number of buses in service on a route.

Real world entities

- Stops
- Routes
- Schedules (frequency + time between stops)

Total Trip Time

Need to know

- where each stop is
- distance / time between stops + directions
- arrival schedule (specific to the day)
- bus numbers
- time of day

Need to Model

- bus stops
- terminal schedule (in case the rider needs to switch busses)

Note need to be able to add the times of the routes together, view shortest routes

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D. Determining Fares

① What bus route?

- Metro Transit
- Metro Link
- Metro X

② Who's the rider?

- Student
- Uni Student
- Adult
- Child
- Senior

③ Method of payment?

- Cash
- UPass
- Pass
- Tickets
- Transfer

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E)

1) Currently, Drivers get to choose their route for the cycle based on seniority and previous routes taken (senior drivers get first pick).

a) Information

a) Info available

- timings for stops
- time for shift
- name/number for stop
- whether they will be changing bus numbers
- gps gives them directions based on bus #

based
on bus
number

1) a) To improve automation:
- get rid of seniority rule, make the system randomly assign routes to drivers
- remove driver choice

b) For the future:

- traffic
- delays
- weather
- repetition of routes (some driver shouldn't do same route always)
- these should all be real time, some may be supplied by driver
- make all buses have gps systems

these
may
be automated
through
simple
support
interfaces

- Which bus to be on (Specific Schedule, where its going)
- Which stops are going to be pre determined for stops
- If their bus times change
- When and where areas are high in traffic (pass through keep stops)
- ~~Specific Schedule, where it~~
- When they have breaks, and whos taking over for them.
- ~~What to~~

• What happens if bus breaks down.

- What bus to be on
- Their schedule, where its going
- Pre determined stops to wait to stay on track
- When bus timings change
- When and where areas are high in traffic or construction.
- When they have breaks, who is taking over for them.