**Play Model**

**Preconditions:** User is in Play Mode

**Main Path:**

1. User clicks “Start” button
2. User plays the game

**Alternative Path:**

1. User clicks “Start”
2. The system does not allow, because there is no model loaded

**Tick Model**

**Preconditions:** User is in Play Mode

**Main Path:**

1. User clicks “Tick”
2. The game is moved on by one unit of time

**Alternative Path:**

1. User clicks “Tick”
2. The system does not allow, because there is no model loaded

**Load Model**

**Preconditions:** User is in Play Mode

**Main Path:**

1. User clicks “Load Model”
2. User selects a model to load

**Reload Model:**

**Preconditions:** User is in Play Mode

**Main Path:**

1. User clicks “Reload Model”
2. The current model is reload to its original state

**Alternative Path:**

1. User clicks “Reload Model”
2. The system does not allow, because there is no model loaded

**Quit Game:**

**Preconditions:** User is in Play Mode

**Main Path:**

1. User clicks “File”
2. User selects Quit
3. System shuts down

**Enter Build Mode:**

**Preconditions:** User is in Play Mode

**Main Path:**

1. User clicks “File”
2. User selects “Build Mode”
3. User is entered in to Build mode