Designer

PRIMARY ACTOR:
   Designer

GOAL:
   To edit an existing map.

TRIGGER:
   The designer wishes to make changes to an existing map.

FLOW:
   1. Designer logs into their account with Designer privileges.
   2. Designer clicks the Map Designer button.
   3. Designer selects the "Edit Map" button.
   4. Designer selects the map to edit.

EXCEPTIONS:
   None