User Story 1

As a user, I want to be able to control the speed of each vehicle in order to make the game become more realistic. Every vehicle should have a different speed to make it better

Priority: Low-Medium

Estimation Time: 2-4 Hours

Test: Change each vehicle’s speed

User Story 2

As a user, I don’t want to see too many vehicles, as there will be a new vehicle spawned every time.

Priority: Low

Estimation Time: 1-2 Hours

Test: Make vehicle disappear whenever they already reach the end of the road or get outside of the game’s frame.

User Story 3

I want to see all vehicles follow the traffic light. When the light is green, the vehicles are moving. Then if the light is red, the vehicle should be stopping.

Priority: High

Estimation Time: 3-4 Hours

Test: Command any vehicle to stop when the light turn red, otherwise vehicle will keep moving.

User Story 4

As a user I want to control how long should the system spawn a new vehicle into the game. (Control the time of the spawn).

Priority: Medium

Estimation Time: 3 Hours

Test: Change the time to create a new vehicle.

Users:

* Can enter either simulation mode or city editing mode
* Set vehicle spawn time
* Determine which direction should the vehicle go (North, East, West, South)
* Create, Open, Edit, and Save Cities

System:

* Each road has 2 side
* Traffic light should on be placed either in the start or the end of the road
* Vehicle are randomly moving
* In simulation mode you can: set the update rate, run the simulator, stop the simulator, set the vehicle spawn rate – popup dialog boxes are used to enter rate values
* There are 3 shape of road. Straight, 4-way, and 3-way.
* Traffic light have 3 colours but with 2 main functions (Red= Stop and Green=Go)
* A road’s length is at least twice the size of the bus
* Vehicle will be disappearing if they reach the end of the road
* Some section can only be occupied with 1 vehicle
* There are 2 main modes in the application:
* city editing
* simulation

