User Stories Ivan Ang

User Stories:

User Story 1:  
The user wants the simulator to have the capability to edit cars, the road and its length. To test this, a city map will need to be constructed and the road class must be developed.

User Story 2:  
The user would want to be able to save and load the city at any given moment. Upon closing the app, the changes made to the city should not be deleted.

User Story 3:

The user would like to be able to place many vehicles on the road in the simulation as well as remove unnecessary vehicles if needed.

User Story 4:  
The user would want to avoid collisions between other vehicles.

Developing User Stories:

Developing User Story 1:

The properties of the cars and the road can be edited directly in their respected class. To test this, The main can be executed again with the changes to the car and road classes to see if the changes were implemented successfully.

Developing User Story 2:

Restrictions will have to be made between each vehicle active in the simulation to avoid collisions.

UML Diagram:

