AS A	player
I WANT TO	buy new fields

	GIVEN	new field menu chosen
1	WHEN	have enough money
	THEN	the field is added
	GIVEN	new field menu chosen
2	WHEN	don't have enough money
	THEN	the program says, not enough money, and returns to the menu

AS A	player
I WANT TO	build a new pavement

	GIVEN	I clicked the build button and chose a pavement tile
1	WHEN	hovering over a tile next to the entrance/another pavement tile and have enough money
	THEN	tile becomes green and clickable
	GIVEN	I clicked the build button and chose a pavement tile
2	WHEN	hovering over a tile not next to the entrance/another pavement tile or not having enough money
	THEN	tile becomes red and non clickable
	GIVEN	I clicked the build button and chose a pavement tile
3	WHEN	hovering over legal tile with enough money and clicked
	THEN	a new pavement tile is placed into the play area

AS A	player
I WANT TO	find a legal building location

	GIVEN	I clicked the build button and chose a building tile
1	WHEN	hovering over a base tile where the building would not be in conflict with other tiles and would be next to the entrance/another pavement tile with enough money
	THEN	tile becomes green and clickable
	GIVEN	I clicked the build button and chose a building tile
2	WHEN	hovering over a base tile not next to the entrance/another pavement tile or not having enough money or having conflicts with already occupied tiles
	THEN	tile becomes red and non clickable

AS A	player
I WANT TO	build a new building

	GIVEN	I clicked the build button and chose a building tile
3	WHEN	hovering over legal tile with enough money and clicked
	THEN	a new pavement tile is placed into the play area

AS A	player
I WANT TO	change the simulation speed

	GIVEN	I clicked the slowdown button

1	WHEN	the current speed is above 0.5x
	THEN	the simulation speed slows down (from 1x to 0.5x and 2x to 1x)
2	GIVEN	I clicked the slowdown button
	WHEN	the current speed is 0.5x
	THEN	the simulation speed doesn't change
3	GIVEN	I clicked the speedup button
	WHEN	the current speed is below 2x
	THEN	the simulation speed speeds up (from 0.5x to 1x and 1x to 2x)
4	GIVEN	I clicked the speedup button
	WHEN	the current speed is 2x
	THEN	the simulation speed doesn't change
5	GIVEN	I clicked the pause button in between the speed change buttons
	WHEN	the current speed is not 0x
	THEN	the simulation speed gets paused (0x)
6	GIVEN	I clicked the pause button in between the speed change buttons
	WHEN	the current speed is 0x
	THEN	the simulation speed resumes at the speed it was running at before the pause

AS A	player
I WANT TO	upgrade a building

1	GIVEN	I clicked on the building and clicked the upgrade button
	WHEN	the building has not yet been upgraded and I have enough money
	THEN	the building upgrades and can host more customers and give more fun
2	GIVEN	I clicked on the building and clicked the upgrade button
	WHEN	the building is already full leveled or I don't have enough money
	THEN	a popup shows up, telling the player that the upgrade is not possible

AS A	player
I WANT TO	change the prices

1	GIVEN	I clicked on the administration button
	WHEN	the attraction slider is changed
	THEN	the price of attraction changes, affecting customer happiness and income
2	GIVEN	I clicked on the administration button
	WHEN	the staff slider is changed
	THEN	the salary of the staff is changed, affecting attraction conditions (which can lead to break downs or malfunctions)

AS A	player
I WANT TO	check out the status and statistics of an attraction

| | GIVEN | an attraction is clicked |
| | WHEN | I am in the default overview screen |

1		
	THEN	a window pops up showing how many are in line, current condition, total income and other statistics (plus the upgrade button)

AS A	player
I WANT TO	register a run on the leaderboards

1	GIVEN	I started a new game
	WHEN	I no longer have any money
	THEN	a window pops up showing the (time based) score and a text input for the playername
2	GIVEN	I finished a game
	WHEN	I enter a playername and click submit
	THEN	The run is saved on the leaderboards if it's in the top 10