Requirement	Pre	Test ID	Test Case	Test Steps	Expected Result	Actual Result	Pass / Fail									
REQ-1:	REQ-1.1,		REQ-1 is a combination of REQ-1.1 and REQ-	1. Test REQ-1.1 (TC-1.1.1, TC-1.1.2)	TC-1.1.1, TC-1.1.2, TC-1.2.1, TC-1.2.2 are all	All test cases for REQ-1.1										
Moving	REQ-1.2	-	1.2 so all we have to do is make sure REQ-1.1 and REQ-1.2 can pass their tests.	2. Test REQ-1.2 (TC-1.2.1, TC-1.2.2)	successfully passed without showing an error message.	and REQ-1.2 are passed.	Pass									
		TC-1.1.1	Check vehicle response on entering a valid	Create a scenario for the simulator where you set valid start and end points.	Upon starting the simulator the vehicle is at point A.	The vehicle drives from	D									
REQ-1.1: Starting and moving the vehicle in the		10-1.1.1	start and end point	Run the scenario in the simulator.	The vehicle starts moving and stops after reaching point B.	point A to point B.	rass									
moving the vehicle in the	ŀ	TC-1 1 2	Check vehicle response on entering an invalid	Create a scenario for the simulator where you set invalid start and end points.	The simulation does not start.	The simulation refuses to load. No error										
Simulator		10-1.1.2	Check vehicle response on entering an invalid start and/or end point	Run the scenario in the simulator.	The simulation does not start.	message is displayed.	Pass									
						The vehicle follows the set										
		TC-1.2.1	Check vehicle response on setting a path consisting of valid points	Create a scenario for the simulator where you define a valid path. A valid path being a series of valid points.	Upon starting the simulator the vehicle is at point A. The vehicle moves to point B. Then it passes point C.	path - starts at	Pass									
REQ-1.2: Following a			Consisting of Valid points	Run the scenario in the simulator.	Finally it stops at point D.	through B and C and stops at										
Following a path				Create a scenario for the simulator where you define an invalid path. A invalid path being a series of points, one or		The simulation										
		TC-1.2.2	Check vehicle response on setting a path that includes an invalid point	more of which are invalid.	The simulation does not start.	refuses to load. No error message is	Pass									
	REQ-1.		REQ-2 is a combination of REQ-2.1, REQ-2.2	Run the scenario in the simulator. Test REQ-2.1 (TC-2.1.*)		displayed.										
REQ-2: Speed		-	and REQ-2.3 so all we have to do is make sure REQ-2.1, REQ-2.2 and REQ-2.3 can pass	2. Test REQ-2.2 (TC-2.2.*)												
	REQ-2.3		their tests.	3. Test REQ-2.3 (TC-2.3.*)	The vehicle starts moving. The speed sensor reads a											
				Create a test scenario for the simulator.	speed between 45 km/h and 49.5 km/h*.											
		TC-2.1.1	Check vehicle response when it drives on a road with a speed limit of 50km/h.	Set the path in the scenario so that the speed limit on the road is 50 km/h.	*According to United Nations Economic Commission for Europe (UNECE) Regulation 39: "The indicated speed must not be more than 110 percent of the true											
				Run the scenario in the simulator.	speed must not be more than 110 percent of the true speed plus 4 km/h at specified test speeds and shall not be less than the true speed."											
REQ-2.1:	upper sneed			Create a test scenario for the simulator.	The vehicle starts moving. The speed sensor reads a											
Upper limit of speed	upper_speed _limit sensor	TC-2.1.2	Check vehicle response when the upper speed limit lowers upon reaching a certain point of the nath	Set a path ABC for the vehicle such that AB has a higher speed limit than BC.	speed between 70km/h and 81km/h. Upon reaching noint B the vehicle drops its speed and the speed											
			pau.	Run the scenario in the simulator.	sensor reads a speed between 40km/h and 48km/h.											
			Check vehicle response when the upper speed	Create a test scenario for the simulator. Set a path ARC for the yearless such that AR has a	The vehicle starts moving. The speed sensor reads a speed between 70km/h and 81km/h. The speed rises											
		TC-2.1.3	limit rises upon reaching a certain point of the path.	Set a path ABC for the vehicle such that AB has a lower speed limit than BC.	to 90 km/h after reaching point B. The speed sensor reads a speed between 90km/h and 103km/h.											
				Run the scenario in the simulator. Create a test scenario for the simulator.	·											
		TC-2.2.1	Check vehicle response on setting a valid	Set the path in the scenario such that there is a lower	The vehicle starts moving. The speed sensor reads a											
			speed limit and a speed within the limit.	speed limit on the path. 3. Run the scenario in the simulator.	speed above or equal to 10 km/h.											
RFQ-2 2				Create a test scenario for the simulator.	The vehicle starts moving. The speed sensor reads a											
Lower speed limit	lower_speed _limit sensor	TC-2.2.2	limit lowers upon reaching a certain point of the path.	Set a path ABC for the vehicle such that AB has a higher lower speed limit than BC.	speed above or equal to 15 km/h. After point B the speed changes only if the upper speed limit also											
				3. Run the scenario in the simulator.	changes.											
		TC-2.2.3	Check vehicle response when the upper speed	Create a test scenario for the simulator. Set a path ABC for the vehicle such that BC has a	The vehicle starts moving. The speed sensor reads a speed above or equal to 10 km/h. If the starting speed was 10 km/h. the speed rises after point B. Otherwise											
		10-2.2.3	path.	Set a path ABC for the vehicle such that BC has a higher lower speed limit than AB. Run the scenario in the simulator.	the speed changes only if the upper speed limit also changes.											
REQ-2.3: Comfortable		TODO: User		3. Run the scenario in the simulator.	-											
acceleration		testing needed!		1. Test REQ-3.1 (TC-3.1.1)												
REQ-3:	REQ-3.1, REQ-3.2,		REQ-3 is a combination of REQ-3.1, REQ-3.2 and REQ-3.3 so all we have to do is make sure	2. Test REQ-3.2 (TC-3.2.1, TC-3.2.2, TC-3.2.3)	All tests are successfully passed without incurring an											
Collision Avoidance	REQ-3.2,	-	REQ-3.1, REQ-3.2 and REQ-3.3 can pass their tests.	3. Test REQ-3.3 (TC-3.3.1, TC-3.3.2, TC-3.3.3)	error message.											
				Create a test scenario for the simulator.												$\overline{}$
REQ-3.1: Braking	-	TC-3.1.1	Check simulator response when we want to stop.	2. Set the path in the scenario.	The vehicle starts moving. It stops at point C.	Same as TC- 1.2.1	Pass									
				Run the scenario in the simulator. Set the path.												
		TC-3.2.1	Check vehicle response when there is an object in front of the car.	Place an object in front of the car.	The sensor detects that there is another object on the map. The braking distance is calculated to be 1km.											
				Read the sensor output. Set the path.												
REQ-3.2: Object	-	TC-3.2.2	Check vehicle response when there is an object to the side of the car.	Place an object to the side of the car.	The sensor detects that there is another object on the											
Detection			object to the side of the car.	Read the sensor output.	map. The braking distance is calculated to be 1km.											
		TC-3.2.3	Check vehicle response when there is an	Set the path. Place an object in front of the car.	The sensor detects that there is another object on the map. The braking distance sensor reads 1km.											
		10-3.2.3	object behind the car.	Read the sensor output.	map. The braking distance sensor reads 1km.											
				Create a test scenario for the simulator.	The sensor detects that there is another object on the											
		TC-3.3.1	Check vehicle response when the vehicle gets dangerously close to an object that blocks its		The sensor detects that there is another object on the map. The vehicle starts to decelerate 40m before the object and comes to a stop immediately before the											
REQ-3.3: Braking			pain.	Place an object in front of the car. Run the scenario in the simulator.	object.											
Distance Calculation	-			Create a test scenario for the simulator.												
		TC-3.3.2	Check vehicle response when there is an object very close to the side of the vehicle but not directly on its path.	1.1. Set the path in the scenario.	The sensor detects that there is another object on the map.											
			not directly on its path.	Place an object next to the road. Run the scenario in the simulator.												
pro s :			Observe and the second of the	Create a test scenario for the simulator.	The quicker vehicle will reduce it's speed and the											
REQ-3.4: Safety Distance	-	TC-3.4.1	Check vehicle response when another moving vehicle within the car's braking distance appears while the car is traveling.	Set the same path for two vehicles but with an offset for one	braking distance as soon as the slower vehicle gets into the braking distance of the quicker vehicle. The quicker vehicle then will drive at the same speed as											
				Run the scenario in the simulator.	quicker vehicle then will drive at the same speed as the slower vehicle.											

Requiremen	t Pre	Test ID	Test Case	Test Steps	Expected Result	Actual Result	Pass / Fail										
reterence	Conditions			Create a test scenario for the simulator.							-	 +					
REQ-3.5:					The front vehicle suridenly stone. The hank vehicle												
Emergency braking	REQ-3.3	TC-3.5.1	Check vehicle response when another vehicle in front of the car suddenly stops.	1.2. The front vehicle suddenly stops at point B.	The front vehicle suddenly stops. The back vehicle engages in emergency braking and stops as quick as possible.												
braking				Run the scenario in the simulator.	possible.												
				Create a test scenario for the simulator.													
		TC-4.1.1	Check simulator response when there is a right turn.	1.1. Set the path so that it includes a right turn.	The vehicle turns right on the right turn.	The vehicle turned right.	Pass										
REO.4			turn.	Run the scenario in the simulator.		turnea ngnt.											
REQ-4: Turning				Create a test scenario for the simulator.													
		TC-4.1.2	Check simulator response when there is a left	1.1. Set the path so that it includes a left turn.	The vehicle turns left on the left turn.	The vehicle turned left.	Pass										
				Run the scenario in the simulator.		Turned Kill											
				Create a test scenario for the simulator.													
				1.1. Put 3 vehicles on the road and connect them as a	The vehicles drive following the same path. The												
		TC-5.1.1	3 vehicles drive together. Check response when the leading vehicle turns.	practice.	The vehicles drive following the same path. The leading vehicle turns right. The following vehicles follow and turn in the same direction when they reach the point at which the leading vehicle turned.												
				Set the path of the leading vehicle so that it includes a right turn.	the point at which the leading vehicle turned.												
				Run the scenario in the simulator.													
				Create a test scenario for the simulator.													
				1.1. Put 3 vehicles on the road and connect them as a platoon. 1.2. Set the path of the leading vehicle so that it moves to a road with a higher speed limit and speeds up.	The vehicles drive following the same path. The												
REQ-5: Platooning	REQ-3.4	TC-5.1.2	3 vehicles drive together. Check response when the leading vehicle speeds up.	1.2 Set the noth of the leading unbide so that it moves to	leading vehicle raises its speed. The following vehicles follow and speed up without falling behind but also												
-				a road with a higher speed limit and speeds up.	while keeping the required safety distance.												
				2. Run the scenario in the simulator													
				Create a test scenario for the simulator.													
				1.1. Put 3 vehicles on the road and connect them as a	The vehicles drive following the same path. The leading vehicle lowers its speed. The following												
		TC-5.1.3	3 vehicles drive together. Check response when the leading vehicle slows down.	1.2 Set the noth of the leading unbide so that it moves to	leading vehicle lowers its speed. The following vehicles follow and slow down without crashing while												
				Set the path of the leading vehicle so that it moves to a road with a lower speed limit and slows down.	keeping the required safety distance.												
				Run the scenario in the simulator													
			A														
		TC-6.1.1	D B	Place the vehicle and set the path Start the vehicle	The vehicle makes a right turn on the intersection and												
				2. Start the vehicle	reaches B												
			₽														
			' C '														
			A														
		TC-6.1.2	D B	Place the vehicle and set the path Start the vehicle	The vehicle drives across the intersection without stopping												
			<u>-</u>														
			C														
			_														
			A					J									
			<u>a</u>														
				Place vehicles and set paths	Vehicle 2 should drive forward. Vehicle 1 should wait			J									
	TC-6.1.1	TC-6.1.3	D B	2. Start vehicles	until vehicle 2 has passed the intersection and then make the left turn												
					make tile lett tulli												
			↓ 🗟														
			С					J							ļ		
REQ-6.1:												 					
REQ-6.1: Unsignalized Intersection								J									
Intersection			A					J									1
								J									
			•														
		L		1 Place both care and set naths	Vahicle 2 should drive forward. Vahicle 1 should wait			J									
		TC-6.1.4	D B	Place both cars and set paths Start both vehicles	Vehicle 2 should drive forward. Vehicle 1 should wait for vehicle 2 to pass through.												
								J									
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Requirement reference	Pre Conditions	Test ID	Test Case	Test Steps	Expected Result	Actual Result	Pass / Fail									
		TC-6.1.5	A CRO B	Place all vehicles an set paths Start all cans	Vehicle 3 should cross first, vehicle 2 should cross second and vehicle 1 should cross last											
		TC-6.1.6	A B C C B	Place all vehicles and set paths Start all cans	All care should first stop. After communicating with each other, one car should oross the intersection from Afterwards in closes order, the other should also cross the intersection on after another.											
		TC-62.1	D B B C	Place vehicle and set paths Start vehicle with an initial speed of 30 km/h Switch the light to green after some time.	The vehicle should stop in front of the intersection and wait until the light switches to green before crossing											
REQ-6.2:		TC-6.2.2	A A B B C	Place vehicles and set paths Sant vehicles Switch lights to green	Both vehicles should wait until the lights turn green. Then vehicle 1 should wait until vehicle 2 has crossed the intersection, before making the left turn.											
REQ-6.2: Signalized Intersection		TC-62.3	D B	Place vehicle and set path Start vehicle with an initial speed of 30 km/h	The car should drive across the intersection without stopping											
		TC-6.2.4	D B	Place vehicle 100m before the intersection and set patt Description of the pattern of 30 km h Set traffic lights to yellow	The vehicle should decelerate and stop right before the intersection.											
REQ-7: Traffic Jam Detection	REQ-3.2	TC-7.1.1	Check vehicle response when there are 3 stopped cars on the path that the vehicle is following.	Create a test scenario for the simulator. 1.1. Put 3 vehicles on the path of our vehicle and have them stop causing a traffic jam. Run the scenario in the simulator	The vehicle recieves information about the traffic jam before reaching street BC.											

Requirement	Pre	Test ID	Test Case	Test Steps	Expected Result	Actual Result	Page / Eall									
reference	Conditions	.cst iD	lest ouse	Create a test scenario for the simulator.	Experied result	Actual Nesult	. uss / Fail									
	1	1		Create a test scenario for the simulator. 1.1. Set the path of the vehicle.	The vehicle drives at 50km/h until it reaches BC. After		1									
		TC-8.1.1	Check vehicle response when the road is wet.		The vehicle drives at 50km/h until it reaches BC. After that it detects that the street is wet and lowers its speed by 30% (to 35km/h).											
	1	1		Set a street on the path as wet. Run the scenario in the simulator	speed by 30% (to 35km/n).		1					1				
	1			Run the scenario in the simulator Create a test scenario for the simulator.				\vdash			\vdash	_	-	_	-	
REQ-8:			Observation and the second sec	1.1. Set the path of the vehicle.	The vehicle drives at 50km/h until it reaches BC. After											
Adapting To Weather	REQ-8.1	TC-8.1.2	Check vehicle response when the road is covered with snow.	1.2. Set a street on the path as snowy.	that it detects that the street is snowy and lowers its speed by 50% (to 25km/h).											
Conditions				Run the scenario in the simulator	,											
	1			Create a test scenario for the simulator.												
				1.1. Set the path of the vehicle.	The vehicle drives at 50km/h until it reaches BC. After											
		TC-8.1.3	Check vehicle response when the road is icy.	1.2. Set a street on the path as icy.	that it detects that the street is icy and lowers its speed by 70% (to 15km/h).											
				2. Run the scenario in the simulator												
		TC-8.1.1	Check sensor value when the road is dry.	Set a road as dry.	The simulator detects that the road is dry and the sensor reads "dry".											
REQ-8.1:		TC-8.1.2	Check sensor value when the road is wet.	Set a road as wet.	The simulator detects that the road is dry and the sensor reads "wet".											
Weather condition sensor	-	TC-8.1.3	Check sensor value when the road is snowy.		sensor reads "wet". The simulator detects that the road is dry and the											
sensor				Set a road as snowy.	sensor reads "snow". The simulator detects that the road is dry and the									_		
		TC-8.1.4	Check sensor value when the road is icy.	Set a road as icy.	sensor reads "ice".											
				Create a test scenario for the simulator.												
			Check vehicle response when there is a traffic	1.1. Set the path of the vehicle.	Before stopping because of the traffic jam, the vehicle											
		TC-9.1.1	jam on a road with 2 lanes and the vehicle is driving in the left lane.	Set a street on the path where the traffic jam will occur.	moves as closes as possible to the left side of the road and stops.							1				
			unving in the left lane.	Turn off the trajectory recalculation.	and stops.											
				Run the scenario in the simulator												
				Create a test scenario for the simulator.												
				1.1. Set the path of the vehicle.												
		TC-9.1.2	Check vehicle response when there is a traffic jam on a road with 2 lanes and the vehicle is driving in the right lane.	1.2. Set a street on the path where the traffic jam will	Before stopping because of the traffic jam, the vehicle moves as closes as possible to the right side of the road and stops.		1									
			driving in the right lane.	1.3. Turn off the trajectory recalculation.	road and stops.											
				Run the scenario in the simulator Create a test scenario for the simulator.												
				1.1. Set the path of the vehicle.												
		TC-9.1.3	Check vehicle response when there is a traffic	1.2. Set a street on the path where the traffic jam will	Before stopping because of the traffic jam, the vehicle moves as closes as possible to the left side of the road											
		10-8.1.3	jam on a road with more than 2 lanes and the vehicle is driving in the left lane.	occur.	moves as closes as possible to the left side of the road and stops.											
				1.3. Turn off the trajectory recalculation.								1				
				Run the scenario in the simulator Create a test scenario for the simulator.								_	-		-	
				Create a test scenario for the simulator. 1.1. Set the path of the vehicle.			1									
REQ-9: Emergency	REQ-7		Check vehicle response when there is a traffic	Set the path of the venicle. 1.2. Set a street on the path where the traffic jam will	Before stopping because of the traffic jam, the vehicle											
Emergency Corridor		TC-9.1.4	jam on a road with more than 2 lanes and the vehicle is driving in the right lane.	occur.	moves as closes as possible to the right and stops.											
				1.3. Turn off the trajectory recalculation.												
				Run the scenario in the simulator												
				Create a test scenario for the simulator.	Both vehicles follow the path ABC. The normal vehicle											
		TC-9.1.5	Check vehicle response when an emergency vehicle appears on a road with 2 lanes and the	Set the path of the normal vehicle.	moves as left as possible while still being on the road and drives there until the emergency vehicle has passed it. Then it returns to its normal position in the											
			vehicle is driving in the left lane.	Set the path of the emergency vehicle.	passed it. Then it returns to its normal position in the middle of the lane and stops after reaching its destination							1				
				Run the scenario in the simulator Create a test scenario for the simulator.	ocon salul.			\vdash			\vdash	-	+		-	
			Check vehicle response when an emergency	Set the path of the normal vehicle.	Both vehicles follow the path ABC. The normal vehicle moves as right as possible while still being on the road											
		TC-9.1.6	Check vehicle response when an emergency vehicle appears on a road with 2 lanes and the vehicle is driving in the right lane.	Set the path of the emergency vehicle.	and drives there until the emergency vehicle has passed it. Then it returns to its normal position in the											
				Set the path of the emergency vehicle. Run the scenario in the simulator	middle of the lane and stops after reaching its destination.							1				
				Run the scenario in the simulator Create a test scenario for the simulator.	Both vehicles follow the path ABC. The normal vehicle											
			Check vehicle response when an emergency	2. Set the path of the normal vehicle.	mouse as left as possible while still being on the road											
		TC-9.1.7	vehicle appears on a road with more than 2 lanes and the vehicle is driving in the left lane.	Set the path of the emergency vehicle.	and drives there until the emergency vehicle has passed it. Then it returns to its normal position in the middle of the lane and stops after reaching its							1				
				Run the scenario in the simulator	destination.											
			Check vehicle response when an emergency	Create a test scenario for the simulator.	Both vehicles follow the path ABC. The normal vehicle moves as right as possible without being in other cars'											
		TC-9.1.8	Check vehicle response when an emergency vehicle appears on a road with more than 2 lanes and the vehicle is driving in the right	Set the path of the normal vehicle.												
		1	lanes and the venicle is driving in the right lane.	Set the path of the emergency vehicle.	passed it. Then it returns to its normal position in the middle of the lane and stops after reaching its							1				
				Run the scenario in the simulator Create a test scenario for the simulator.	destination.							-				
					The vehicle starts moving. When it detects that BC is											
			Check vehicle response when the street it's trying to go through is blocked.	1.1. Set the path of the vehicle. 1.2. Mark a street on the path as blocked.	blocked, it changes its path. It chooses an alternate path from point B to point C that is not the direct street											
					BC.							1				
REQ-10: Rerouting	REQ-7	TC-10.1.1		Run the scenario in the simulator Create a test scenario for the simulator.									_	_	_	
				1.1. Set the path of the vehicle.	The vehicle starts moving. When it recieves a signal		1									
			Check vehicle response when there is a traffic jam on its path.	Create a traffic jam on a street on the path.	The vehicle starts moving. When it recieves a signal that there is a traffic jam on street BC, it changes its path. It chooses an alternate path from point B to point C that is not the direct street BC.		1									
				Run the scenario in the simulator	unau is not the direct street BC.		1									
				Create a test scenario for the simulator.	The vehicle detects that there is a slower vehicle in											
			Check vehicle response when there is another slower moving vehicle in the same lane and	1.1. Set the path of the vehicle.	The vehicle detects that there is a slower vehicle in front of it. It checks if the road allows overtaking. It checks if there are cars in the lane next to it that would											
		TC-11.1.1	the vehicle's speed is under the upper speed limit. There are no other vehicles in the nearest	1.2. Create a second vehicle in front of it that is moving at	get in the way of the overtaking. The vehicle moves to											
			lane.	1.2. Create a second vehicle in front of it that is moving at a slower speed.	the other lane, speeds up, overtakes the second vehicle, and moves back to its original lane.											
				Run the scenario in the simulator								 1				

Requirement reference	Pre	Test ID	Test Case	Test Steps	Expected Result	Actual Result	Pass / Fail									
reference	Conditions															\vdash
			Check vehicle (1) response when there is another slower moving vehicle (2) in the same	Create a test scenario for the simulator. 1.1. Set the path of the vehicle. 1.2. Create a second vehicle in front of it that is moving at a slower speed.	The vehicle detects that there is a slower vehicle in front of it. It checks if the road allows overtaking. It											
		TC-11.1.2	lane and the vehicle's speed is under the upper speed limit. There are other vehicles (3)	1.2. Create a second vehicle in front of it that is moving at	checks if there are cars in the lane next to it that would get in the way of the overtaking. Vehicle 1 does not											
REQ-11: Switching lanes	REQ-16		in the nearest lane that would get in the way of the overtaking.		overtake the slower Vehicle 2 unless Vehicle 3, that is blocking the other lane, moves.											
lanes				Run the scenario in the simulator Create a test scenario for the simulator.	-											
			Check vehicle response when it needs to make	Create a test scenario ior trie simulator.	Before the right turn, the vehicle turns on the right blinker. It checks if there are any cars in the lanes between it and the rightmost lane. If there are no other vehicles, it switches lanes until it reaches the rightmost											
		TC-11.1.3	a right turn and it is currently not in the rightmost lane.	1.1. Set the path of the vehicle so that it includes a right turn.	between it and the rightmost lane. If there are no other											
				Run the scenario in the simulator	lane.											
					Before the right turn, the vehicle turns on the left											
		TC-11.1.4	Check vehicle response when it needs to make a left turn and it is currently not in the leftmost	1.1. Set the path of the vehicle so that it includes a left	Before the right turn, the vehicle turns on the left blinker. It checks if there are any cars in the lanes between it and the leftmost lane. If there are no other											
			lane.	Run the scenario in the simulator	vehicles, it switches lanes until it reaches the leftmost lane.											1
				Create a test scenario for the simulator.												
REQ-12: Battery level	-	TC-12.1.1	Check simulator response when the battery is set to different values.	1.1. Set the battery level of the vehicle.	The sensor should show the same value as the battery level that was set.											1
				2. Run the scenario in the simulator												
				Create a test scenario for the simulator.												
REQ-13: Regenerative braking	REQ-3.1, RE	TC-13.1.1	Check if the battery is filled when braking	1.1. Set the path of the vehicle so that the vehicle goes downhill												1
braking				Run the scenario in the simulator												1
				1 Create a test connario for the simulator												
REQ-14: Filling up the battery at a station	REQ-12	TC-14.1.1	Check simulator response when the battery is set to different values.	1.1. Set the battery level of the vehicle.	In the first 3 cases the user should recieve a notification asking if they would like to go to a charging station. In the last case nothing happens.											
			and the same same same same same same same sam	Run the scenario in the simulator	station. In the last case nothing happens.											
REQ-15: Parking	-															
REQ-16: Lane	-															
keeping												 				
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