User and developer stories

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# User stories:

**User story 1:**

For the user, I would like to add a pause button for them to pause the simulator. Priority is High and the estimate time is 1 day. For teating, press the button and the vehicles would stop moving.

**User story 2:**

For the user, I would like to add customize option for the city including: adding more roads, add more vehicles and add more traffic lights. Priority is High and the estimate time is 2 days. For testing, add more cars, roads, traffic lights and run the simulator.

**User story 3:**

For the user, I would like to add a save button to save the layout and customization of a city. Priority is High and estimate time is 2 days. For testing, press the save button and save the file of the city with name.

**User story 4:**

For the user, I would like to add a create a new city button to customized a new city and save the new city as a new file. Priority is Medium and estimate time is 2 days. For tesing, press the “new” button and the previous simulator layout will be cleared, a new simulator layout will be created and when the user press the save button, they can save the new city as a different file.

**User story 5:**

For the user, I would like to add an option to set the vehicle spawn rate. Priority is Low and estimate time is 1 day. For testing, adjust the rate to make the vehicle spawn more frequently or less.

**Developer story 1:**

For the developer, I want to error handling the user inputs for the customization of the city. Priority is High and the estimate time is 1 day. For testing, actively enter the wrong data and see if the program catch the error or not.

**Developer story 2:**

For the developer, I would like to add some distance between vehicles to avoid collisions. In Australia rule, a vehicle should drive at least 2 second behind the vehicle in front. Priority is High and the estimate time is 1 day. For testing, see if the vehicle are keeping a distance between each other in the simulator.