



- Double click on point - deletes the point
- Only first and last points cannot be deleted - we have a line in this case
- Single click on the line selects the line
- Another click adds a point
- Moving the point creates an arc after the point and connects to the next point
  - Another point at the exit of the arc needs to be created
  - Each point is a line-arc connector and tangent is mandatory
  - Forbid user move where connection is not possible
- Radius is fixed - user needs to specify
- Min distance is fixed - user needs to specify
- When changing min distance or radius - redraw the scene with direct connection
  - in other words delete all points except the first and last

