Elaborate more on the Play Pause Stop use-cases, be more specific.

All of the words in the use cases must match with each other and the sketches to prevent confusion. Like grid, cell, Main Screen, Main menu etc.

Add rule: can’t change settings on play. Disable interactive icons when in state “playing”, and enable them back on pause.

States can be represented with enumerations.

We can also use enumerations when we’re talking about the traffic light states. States of the traffic light are the different kind of green light flows. For example our sketch had 4 states.

We decided to implement a traffic light per lane. When we want to change the green interval of a traffic light we’ll actually be changing the number of seconds a certain state will be green.

Traffic lights –automatically change in a crossing when you change one.

Add rule: You can’t input more than x seconds and less than y seconds on the traffic lights.

Delete crossing will delete our navigation route if they overlap – no other consequences.

No navigation route – random flow.

We’ll be checking which sleeves (lanes) of a crossing are not connected to another one and from there we can have a flow.

When writing use cases please note if they’re referring to other use cases and/or rules.