**Use-Case Specification: Generate World**

**Table of Contents**

* [Generate World](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#1-use-case-name)
  + [Brief Description](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#11-brief-description)
* [Flow of Events](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#2-flow-of-events)
  + [Basic Flow](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#21-basic-flow)
  + [Alternative Flows](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#22-alternative-flows)
* [Special Requirements](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#3-special-requirements)
* [Preconditions](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#4-preconditions)
* [Postconditions](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#5-postconditions)
* [Extension Points](https://github.com/ChristopherKlammt/VisualRacing/blob/organization/organization/UC/UC_ReadDataStream/UC_ReadDataStream.MD#6-extension-points)

**1. Generate World**

**1.1 Brief Description**

The use case Generate World is a very fundamental part of the game, because it sets the main look and structure of the game map.

**2. Flow of Events**

**2.1 Basic Flow**

The game logic generates a random map structure built of two different types of hexagon plates. They are colored green and red so far, so we can separate between single hexagons and see the structure of the map more clearly.



**2.2 Alternative Flows**

n/a

**3. Special Requirements**

n/a

**4. Preconditions**

Since this Use Case is one of the first processes running after the start of the application, there are no preconditions.

**5. Postconditions**

In dependence on the generation of the map being complete or only a visible part at the beginning, this Use Case has postconditions or not.

**6. Extension Points**

n/a