

# Use Case - Create Scene

**Summary:** *Creates a new, empty scene of a default grid size and adds it as the currently selected scene.*

**Priority:** *High*

**Extends:**

**Includes:** *Open Scene*

## Normal Flow

User Action	System Action
Clicks "Create new Scene" menu item	
	Creates new Scene object of default grid size and with the name Unnamed
	Create new Tab, corresponding to the new scene.
	UC: Select Scene

**Alternate Flow***Scene is created via the '+' butcon in the tab menu*

User Action	System Action
Clicks "+" butcon in the tab section of the interface	
	Creates new Scene object of default grid size
	Create new Tab, corresponding to the new scene.
	UC: Select Scene

**Alternate Flow***Scene is created by creating a new Novel*

User Action	System Action
Clicks "Create new Novel" menu item	
	Creates new Scene object of default grid size
	Create new Tab, corresponding to the new scene.
	UC: Select Scene

**Alternate Flow***Scene is created as system creates a new empty novel due to the system lacking a novel, because the program is started for the first time.*

Clicks "Edit Novel" button in main menu	
	Creates new Scene object of default grid size
	Create new Tab, corresponding to the new scene.
	UC: Select Scene

**Alternate Flow***Scene is created as system creates a new empty novel due to the system lacking a novel, because the current novel is deleted.*

Clicks "Remove Novel" menu item	
	Creates new Scene object of default grid size
	Create new Tab, corresponding to the new scene.
	UC: Select Scene