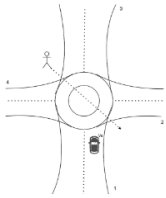


LEO-UC-D-05-0001	Driving in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is running at V_e. And enters the roundabout ▪Action (1) EGO enters road number 1 and leaves the roundabout in road number 4. (2) EGO enters road number 2 and leaves the roundabout in road number 4 (3) EGO enters road number 1 and leaves the roundabout in road number 1 ▪Success condition -EGO reaches the destination ▪Failure condition -EGO doesn't reach the destination 	LEO-VM-00201	Ve: [10, 20, 30] km/h	
LEO-UC-D-05-0002	Driving in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is running at V_e. There is an NPC in roundabout. ▪Action (1) EGO enters road number 1, NPC leaves the roundabout in road number 2. EGO keeps the safe distance[D] between NPC and leaves the roundabout in road number 3. (2) EGO waits for NPC to pass it. It enters the roundabout in road number 2 and keeps the safe distance[D] between NPC and both of them leaves the roundabout in road number 4 (3) EGO enters road number 1. NPC leaves the roundabout in road number 4. Meanwhile, EGO keeps a safe distance[D] between NPC. After NPC left the roundabout EGO continues normal driving and leaves the roundabout in road number 1 ▪Success condition -EGO reaches the destination ▪Failure condition 	LEO-VM-00201	Ve: [10, 20, 30] km/h Vf: [10] km/h D[safe distance] : 1m	
LEO-UC-D-05-0003	Driving in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is running at V_e. And enters the roundabout ▪Action (1) NPC enters the roundabout in road number 3 and leaves road number 4. EGO enters the roundabout in road number 1 and leaves road number 2. EGO continues to normal driving during the entire ride. (2) NPC enters the roundabout in road number 2 while EGO enters the roundabout in road number 1. NPC cut-in to EGO. EGO slows down gently and gives way to NPC. ▪Success condition -EGO reaches the destination ▪Failure condition -Collide with NPC -Ego stops near roundabout (1) 	LEO-VM-00201	Ve: [10, 20, 30] km/h Vf: [10, 20, 30] km/h	
LEO-UC-D-05-0004	Driving in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is running at V_e. And there are multiple NPC in roundabout ▪Action -(1) EGO enters the roundabout in road number 1 and keeps the safe distance[D] between NPC in the roundabout. Meanwhile an NPC enters the roundabout in road number 3. EGO waits for this NPC to pass it. After pass it, EGO keeps safe distance[D] between NPCs and continues to driving and leaves the roundabout in road number 1. (2) EGO enters the roundabout in road number 1 and keeps the safe distance[D] between NPC in the roundabout. Meanwhile, an NPC enters the roundabout in road number 3 and leaves the roundabout in road number 4. EGO keeps safe distance[D] between NPC in the roundabout and leaves the roundabout in road number 1. (3) EGO waits for NPC to pass road number 2 entrance. Another NPC enters the roundabout in road number 4 and leaves the road number 4. EGO keeps the safe distance[D] between NPC in the roundabout and leaves the roundabout in road number 1. ▪Success condition -EGO reaches the destination ▪Failure condition -Collide with NPC 	LEO-VM-00201	Ve: [10, 20, 30] km/h Vf: [10, 20, 30] km/h	
LEO-UC-D-05-0005	Driving in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is running at V_e. And a pedestrian crosses the street in roundabout ▪Action (1) A pedestrian crosses road number 4. EGO enters the roundabout in road number 1. When EGO comes to road number 4 pedestrian already left the road. EGO continues to driving and leaves the roundabout in road number 4. (2) A pedestrian crosses road number 2. EGO enters the roundabout in road number 1. When EGO comes to road number 2, pedestrian continue to cross the road. EGO waits for the pedestrian and the pedestrian crosses the road. EGO continues to driving and leaves the roundabout in road number 2. ▪Success condition -EGO reaches the destination ▪Failure condition -Collide with pedestrian 	LEO-VM-00201	Ve: [10, 20, 30] km/h	

LEO-UC-D-05-0006	Run-out in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is running at V_e. And a pedestrian crosses the street in roundabout ▪Action (1) A pedestrian enters a roundabout from outside the road. EGO detects the pedestrian and waits for it. And enter the roundabout. (2) A pedestrian enters a roundabout from outside the road while EGO is in the roundabout. EGO detects the pedestrian and stops. The pedestrian crosses the road and EGO continuous to driving. ▪Success condition -EGO reaches the destination ▪Failure condition -Collide with pedestrian 	LEO-VM-00201	Ve: [10, 20, 30] km/h	
LEO-UC-D-05-0007	Driving in roundabout	<ul style="list-style-type: none"> ▪Initial condition -EGO is waiting at the entrance of the roundabout. And there is an NPC behind EGO. And another NPC enters the roundabout ▪Action -(1) As the EGO is about to enter the roundabout, an NPC goes around behind, cutting into EGO. At this point, EGO waits for the impatient NPC to enter the roundabout, then EGO enters the roundabout and continues to drive, keeping a safe distance[D] ▪Success condition -EGO reaches the destination ▪Failure condition -Collide with NPC 	LEO-VM-00201	Ve: [10, 20, 30] km/h Vf: [10, 20, 30] km/h D[safe distance] : 3m	