**Context of the simulation**

| **ID:** | **UC-CS01** |
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| **Title:** | Manage Simulation Context |
| **Description:** | This use case allows the simulator user to control various aspects of the simulated environment, including time progression, simulation state, and environmental conditions, as well as the movement and location of individuals. |
| **Primary Actor:** | Simulator User |
| **Preconditions:** | The simulator is installed, operational, and the user has been authenticated with the necessary permissions. |
| **Postconditions:** | The simulator reflects all changes made to the context, including any modifications to time speed, simulation state, user and people placement, outside temperature, and the status of window obstructions. |
| **Inputs:** | User commands for changing time speed, starting/stopping the simulation, modifying date and time, user movements, placements of people, temperature adjustments, and window blocking objects. |
| **Outputs:** | Updated simulation context reflecting the new time speed, simulation state, date and time, user and people locations, outside temperature, and window status. |
| **Main Success Scenario:** | The user successfully changes the time speed, starts/stops the simulation, adjusts the date and time, relocates users and people, changes the outside temperature, and blocks/unblocks windows as desired. |