09/05/16 Changelog

1. AgentInitialConditions.h
   1. Added startTime field to AgentInitialConditions
   2. Added startTime display to AgentInitialConditions display method
2. TestCaseIOPrivate.h
   1. Added startTime field to RawAgentInfo
3. TestCaseReaderPrivate.cpp
   1. Added startTime child tag to \_parseInitialConditions
   2. Added startTime assignment in \_initAgentInitialConditions
4. TestCasePlayerModule.cpp
   1. initializeSimulation()
      1. Altered the agent creation loop to only create agents that start at time 0
      2. Late agents are added instead to a “waiting agent” list
5. SimulationEngine.h
   1. Added \_waitList vector of agent + initial condition pairs
   2. Added addWaitingAgent() method
   3. Added checkWaitList() method
6. SimulationEngine.cpp
   1. Implemented addWaitingAgent() method
   2. Implemented checkWaitList() method
7. EngineInterface.h
   1. Added addWaitingAgent() method
   2. Added checkWaitList () method
8. TestCaseSchema.xsd
   1. Added startTime under AgentInitialConditionsType