

Use Case: Edit Node

Summary: We can change the different setting for a node in the map.

Priority: high

Extends: Nada

Participants: The user!

Normal flow of events

| | Actor | System |
|---|--|--|
| 1 | Klick on a node | |
| 2 | | Some sort of gui response where you are presented with the possibility to edit the settings for the node |
| 3 | Enter the disired settings and click the close button on the gui | |
| 4 | | The changes are saved and we are done |