

# Use Case: RemoveCar

**Summary:** How the user can remove a car

**Priority:** mid

**Extends:** ChangeCarState

**Includes:** RemoveFromTrackList

**Participators:** One user

## Normal flow of events

	Actor	System
1	The user clicks the remove car in the information dialog for a selected car	
2		The system needs to clear the space in the tile but not move any cars and the scene should be rendered again and the car should just disappear from the scene and in the tracking list and the dialog is hidden.

## Exceptional flow

	Actor	System
1.1	The user clicks the remove car in the information dialog for a selected car that is no longer in the scene	
1.2		The system shows a dialog that the car is no longer active.