

Use Case: StartSimulation

Summary: How a simulation is started

Priority: high

Extends: None

Includes: ChangeEnvironment, MarkCar, Pause, EndSimulation

Participants: One user

Normal flow of events

| | Actor | System |
|---|--|---|
| 1 | The user presses the start button in the menu or in the start screen | |
| 2 | | Application will show a dialog of the random environment variables for the current simulation and lets the user change any of these before the simulation starts. |
| 3 | The user leaves everything as is and presses start simulation | |
| 4 | | The dialog disappears and the simulation starts running at the speed that was stated in the environment dialog drawing the map and the number of cars stated in the environment variables that will begin to move across the map. |

Alternate flow

Flow 2.1 Environment change

| | Actor | System |
|-----|--|---|
| 2.1 | The user presses the start button in the menu or in the start screen | |
| 2.2 | | Application will show a dialog of the random environment variables for the current simulation and lets the user change any of these before the simulation starts. |
| 2.3 | The user changes some or every variable and presses start simulation | |
| 2.4 | | The dialog disappears and the simulation starts running at the new speed that was stated in the environment dialog drawing the map and the new number of cars stated in the environment variables that will begin to move across the map. |

Exceptional flow

| | Actor | System |
|-----|--|---|
| 1.1 | The user presses the start button in the menu or in the start screen | |
| 1.2 | | Application will show a dialog of the random environment variables for the current simulation and lets the user change any of these before the simulation starts. |
| | The user changes some or every variable to an invalid input and presses start simulation | |
| | | Application opens dialog explaining what inputs were invalid and what is expected in each variable that failed. |
| | The user clicks on OK | |
| | | The same dialog with the variables is shown again and the user can now hopefully fill in with correct values. |