Use Case: ChangeCarState

Summary: Ability to add an attribute of a car

Priority: High

Extends: none

Includes: none

Participators: One user

Normal flow of events

	Actor	System
1	The user changes something in the dialog for the selected car	
2		The change made in the dialog is applied to the car selected

Exceptional flow

	Actor	System
1.1	The user the user changes something 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1.2		The system shows a dialog that the car is no longer active