

Use Case: (name)

Summary: Possibility to change what saved map we will use in the simulation

Priority: high

Participants: The user!

Normal flow of events

	Actor	System
1	Press a button to enter a mode where we can choose from different saved maps to load	
2		Present a gui where the user can choose to either cancel or select a map and accept. If the user selected a map and accepted the map will be loaded. Otherwise nothing will be changed.