Use Case: Add Node

Summary: Creates a new node

Priority: high

Participators: The user

Normal flow of events

	Actor	System
1	Press an "add new node" button	
2		The gui lets you decide a location to place the node
3	Places the node on the map	
4		The gui gives you the option to restart at step 2 it the user is not happy with the location. If not, then the user can fill in basic settings.
5	Fill in the settings/use the default ones	
		Save the settings and we are done