**SCENARIOS:**

**Scenario 1**: Reversing out of a parking spot.

**Scenario Code**: REV101

Pauline gets into her car and starts the car. She puts the car in reverse, and the display begins to show the back camera. The display has a padding on all sides, which turns red, depending on from which side an object is coming close. Pauline takes her foot off the brake and the car begins to reverse. Pauline continues to reverse while she looks at the back through the back camera, until she is satisfied. Once she is satisfied with how far the car has come out of the parking spot, she can put the car in drive, and the interface will go back to the previous application and display it. She can then turn her steering wheel if she needs to and drive away.

**Scenario 2**:

**Scenario Code**:

**Main Success Scenario**:

**Alternate Flow**:

**Case 1**:

Use Case Name: Reversing out of a parking spot.

Short Description: The user is able to reverse the car and look at the rear through the rear camera, ensuring no object is behind as the user reverses.

Actors: The driver

Trigger: The driver wants to get out of the parking spot and is parked perpendicular.

Precondition: The car is running, an automatic, in parking mode and the vehicle interface is functional.

Postcondition: The car is out of the parking spot successfully and the user can drive away.

Results: The car is out of the parking lot.

Outline:

**Main Success Scenario**:

1. ) The user puts the car in reverse, and the display begins to show the back camera.

2.) The user takes their foot off the brake and the car begins to reverse.

3.) The user continues to reverse while she looks at the back through the back camera, until she is satisfied.

4.) Once the user is satisfied with how far the car has come out of the parking spot, the user can put the car in drive, and the interface will go back to the previous application and display it.

5.) The user can then turn the steering wheel if needed to turn and drive away.

**Alternate Flow**:

1.) The user puts the car in reverse, and the display begins to show the back camera.

2.) The user takes their foot off the brake and the car begins to reverse.

3.) The user continues to reverse while she looks at the back through the back camera.

4.) A car approaches from the right side and the display’s right margin begins to flash red and car makes a beeping alarm sound. The closer the object gets, the quicker the beeping alarm becomes. At this point, the user can press on the brake.

5.) If the object is within 1 foot, the car will press the brake itself. The car will not move until the object has moved or is farther than 1 foot. Once the object has moved, the padding will no longer show red and the car will stop beeping. The car will begin reversing once the user puts their foot back on the brake pedal.

6.) If the user had their foot on brake pedal already, they’ll need to take it off and push the brake pedal again, in order to notify the car that they acknowledge that the car stopped because an object got close to the car and they’re ready to continue reversing the car.

7.) Once the user is satisfied with how far the car has come out of the parking spot, the user can put the car in drive, and the interface will go back to the previous application and display it.

8.) The user can then turn the steering wheel if needed to and drive away.