# Use cases for the teacher.

## Case 1:

Goal: Create a new level.

Steps:

* Open editor with empty field.
* Use different tools for creating a new level.
* Save level on hard drive.

## Case 2:

Goal: load level from hard drive in editor to change or view it.

Steps:

* Open level editor.
* Select option “Load”.
* Select file.
* Level loaded in the level editor and can be modified.

## Case 3:

Goal: release the programmed robot to a level.

Steps:

* Select option “Select level”.
* Select level.
* Appears code editor where teacher can write code.
* Select option “Run”.

## Case 4:

Goal: save program code typed in code editor.

Steps:

* In code editor select option “Save code”.
* Select location and name.
* Save code.

## Case 5.

Goal: load program code to the code editor.

Steps:

* Select option “Load”.

## Case 6.

Goal: leave the client app.

Steps:

* Close program.