

- /FR100/
The user can navigate to a destination from his actual position by using GPS to get the position
- /FR110/ *GPS coordinates? Why?*
To search a location the user can type in also the concrete coordinates of it into the textfield
- /FR120/ *Buttons*
The user can ~~change~~ *switch* the routing mode between pedestrian, bicycle and wheelchair ~~users~~
- /FR120/ *Text-based output can be viewed*
If there is an active route, the user can activate also a textbased route output so that there is not only the map in with the route is displayed
- /FR130/
If there is an active route, the user can enter his own average speed, so that the average time needed to go along this route can be calculated and displayed
- /FR140/
The user can mark a route as a favorite, so the route will be saved and can be reused another time
- /FR150/
There will be the possibility to calculate and show different alternative routes
- /FR160/
The user can mark different points on the map and then make route from a start point to a destination over these points
- /FR170/
There is a function to search from a given point for nearest points of interests (e.g. restrooms, etc.)
- /FR180/ *Similar to FR120.*
Offer for the user more efficient routing options like a filter (e.g. use no stairs, or make routing through buildings if this is shorter than outside (displayed otherwise), etc.)

5.2.2 Administration Tool

Necessary for the facultative criteria.

- /FA070/
When creating a new map, the user can choose to import OpenStreetMap data
- /FA080/ *and edit*
The user can ~~see~~ the information tags of vertices and edges in a separate area of the GUI (? -> GUI) *for vertices or edges?*
- The user can define new categories of information tags (i.e. "contains stairs", road temporarily closed)
- /FA090/
The user can define a new set of filters for edges and vertices and save it
These filters can be of the form "has property" or "has not property"
What for?