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Group E

# Use case

Choose car.

# Scope

The user or actor, chooses a car to race in. They also have the option to modify the current car or buy a new car.

# Description

This step in the use case allows the user to pick any kind of new car such as sports cars or off road. The user can also use funds to modify the car for example increasing speed or acceleration. The user can purchase new cars and make the available to play.

# Flow Description

## Precondition

The user enters in the entry fee before choosing a car. The entry fee must not be zero and must be one or a greater number. (User enters in a name tag to identify with in the game.)

## Activation

When the Actor completes the entry, fee is the option menu to choose a car or modify and buy a new one pops up.

## Main flow

The Actor choose which car to use.

1. System present all available cars in the menu.
2. User chooses which available car to pick from the list for racing.

## Alternate flow

The user can modify their own cars.

1. The user can modify any available car with upgrades.
2. User can increase the speed on a car or change the its wheels.

## Exceptional flow

The exceptional flow is when the user decides to buy a new car to play with.

## Termination

For the use case to terminate the actor either cancels in choosing a car or exits the game.

## Post condition

When the actor chooses the car, they want to use a new menu will pop up and asks the user to pick a track or map to race in.