Functional Requirements

Simulation space

System must enable users to:

|  |  |
| --- | --- |
| represent different objects of a network: pump, splitter, adjustable splitter, merger; | Must |
| place objects of a network on the simulation field; | Must |
| remove objects; | Must |

Interacting with the simulation

System must enable users to:

|  |  |
| --- | --- |
| adjust the values for pumps and adjustable splitters; | Must |
| save a simulation and load it at a later time; | Must |
| select and connect the network objects; | Must |

Viewing the simulation

System must enable users to:

|  |  |
| --- | --- |
| quickly see the values of the flow in a pipeline; | Must |
| assess the status of the network: color codes, messages, warnings; | Must |

Simulation world rules

The simulation restricts that:

|  |  |
| --- | --- |
| pipelines should not overlap each other | Should |