Use case: *Select a pin.*

Priority (**high**, mid, low)

Participating actors

- User

Normal flow of events

1. Clicks on one of the 25 dots representing pins in the control section. (User)

   1. Any previous marking is removed (both from the game logic and the graphical representation). (Application)

   2. The selected pin is marked as selected in the game logic. The graphics are updated accordingly. (Application)

Futuristic flow

1. Clicks on one of the 25 pins on the 3D game board (User)

   1. Any previous marking is removed (both from the game logic and the graphical representation). (Application)

   2. The selected pin is marked as selected in the game logic. The graphics are updated accordingly. (Application)