

Project: Highrise
Use-Case-Realization-Specification:
Defense Player Budget

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Use-Case-Realization-Specification: Defense Player Budget

1. Introduction

1.1 Purpose

In order to limit the amount of obstacles and bots the defending player can place, they have a budget which they have a budget which they can spend on the various available items. This adds to the complexity of the game and makes it even more strategic.

1.2 References

[Software Requirement Specification 3.1.5](#)

2. Flow of Events—Design

