Highrise

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