

Use Case: Conquer Tower

Summary: Player conquers a tower

Priority: High

Extends:

Includes:

Participators: User

Normal flow of events

A player walks into a Tower

	Actor	System
1	Player walks into and takes over a Tower	
2		The tower changes color to the color of the player. The gains points for each tower controller (ChangeScore). The tower doesn't shoot at that player anymore.

Alternate flows

Flow 2.1: The tower is not destroyed.

	Actor	System
1		Player is blocked and can't move to this square. Nothing else happens.