# Use Cases

On unit info button click:

1. Scrolls to unit if unit is selected\

On Movement button click:

1. Highlight tiles the user can move to and labels them with movement cost

On Ability button click:

1. Shows a menu list above ability button abilities
2. On click away from menu or click of Ability button again it closes the menu

On Deselect button click:

1. Deselects current unit
   1. if ability menu is open it closes it

On End Turn button

1. switches turn to other player