Name: Ryan Craig
Project: Hacker Defense
Requirement:
Use Case Documents:
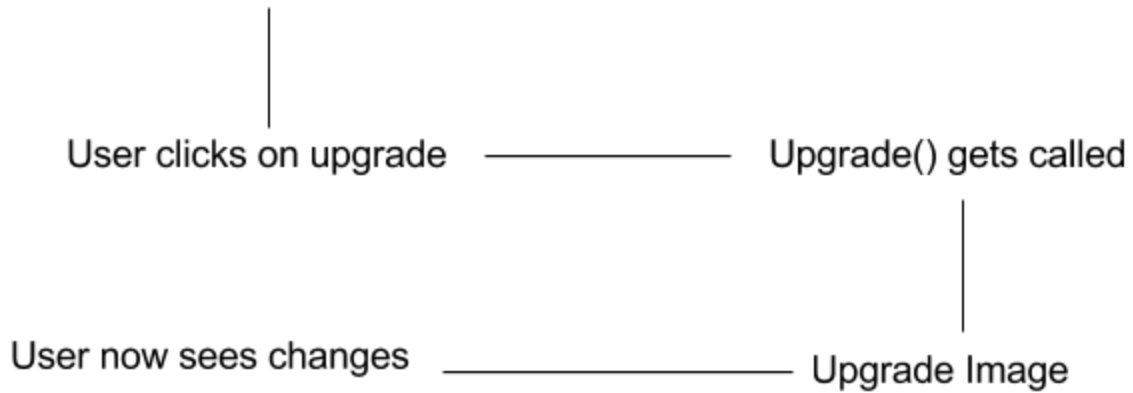
Use Case ID	UR-03
Use Case Name	Towers are Upgradeable
Description	User will be allowed to upgrade towers when desired
Actors	User
Preconditions	- User has a tower placed on the grid already - User has enough money for the upgrade
Postconditions	- User sees tower upgraded image
Frequency of Use	- Used as long as the game is going and there is an upgradable tower
Flow of Events	- User meets requirements and hits upgrade on the tower - Tower then upgrades all its stats - User will now see updated tower image
Variation	- No other variations
Exceptions	- None

Use Case ID	UR-02
Use Case Name	Game Can be lost
Description	If the user doesn't plan accordingly he will lose the game
Actors	User
Preconditions	- None
Postconditions	- End game and stop letting user play
Frequency of Use	- Once a game or never
Flow of Events	- User doesn't choose right towers - Enemies get to end

	- Game over
Variation	- No other variations
Exceptions	- None

Activity Diagrams:

User has requirements meet

User clicks on upgrade ——————— Upgrade() gets called

User now sees changes ——————— Upgrade Image

User does not place many
towers down

Enemies get to end ——————— Game state gets
updated to over

Main menu displayed ——————— Cleans up game

User Interactions:

Creep Position Screen

Creep → Position: isEnd()

Position → Screen: displayMainMenue()