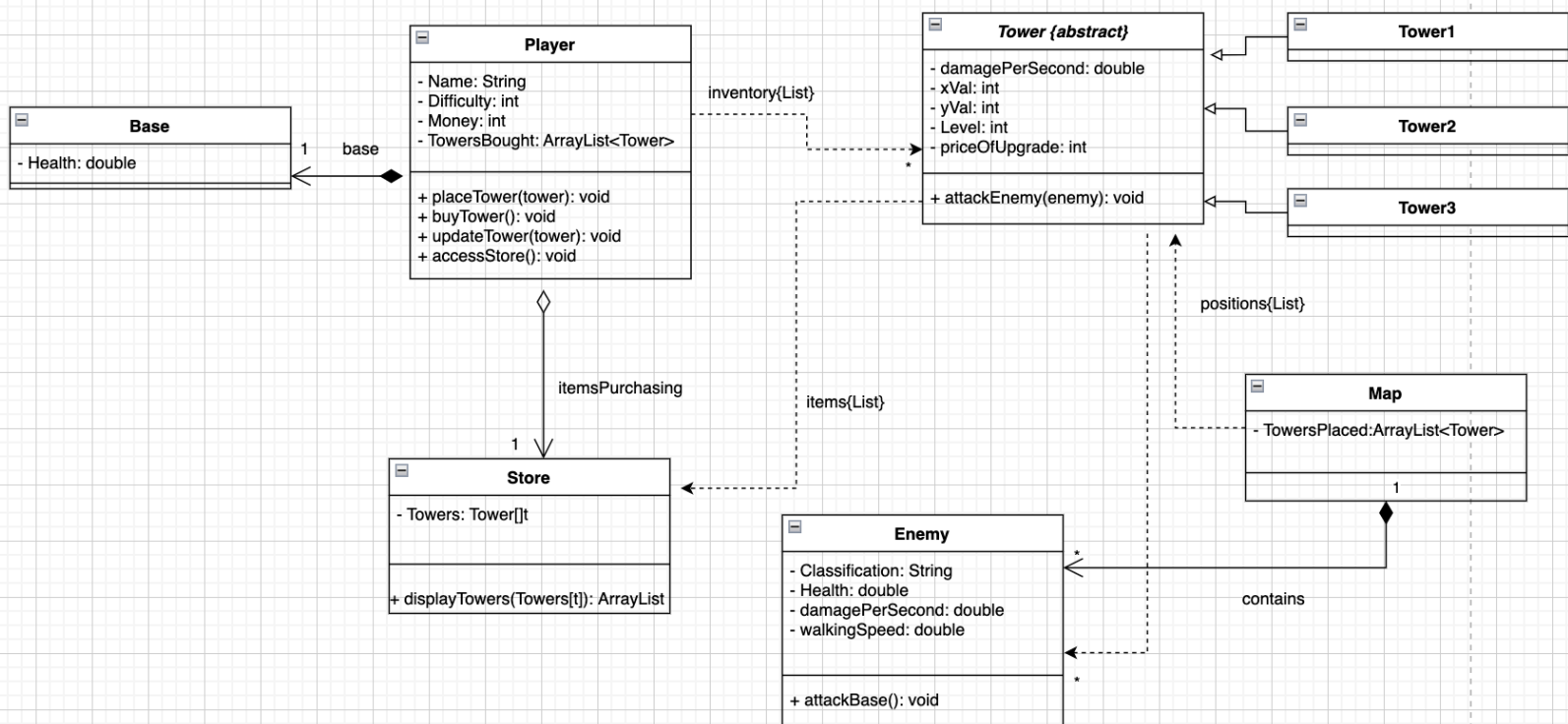
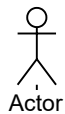


DCD



Use Case: Inputting Game Requirements



:Player

:Base

:Map

select start game

input Name

select Level

validNameLevel

alt

[name or level not valid]

name/level error

[else]

setName(Name)

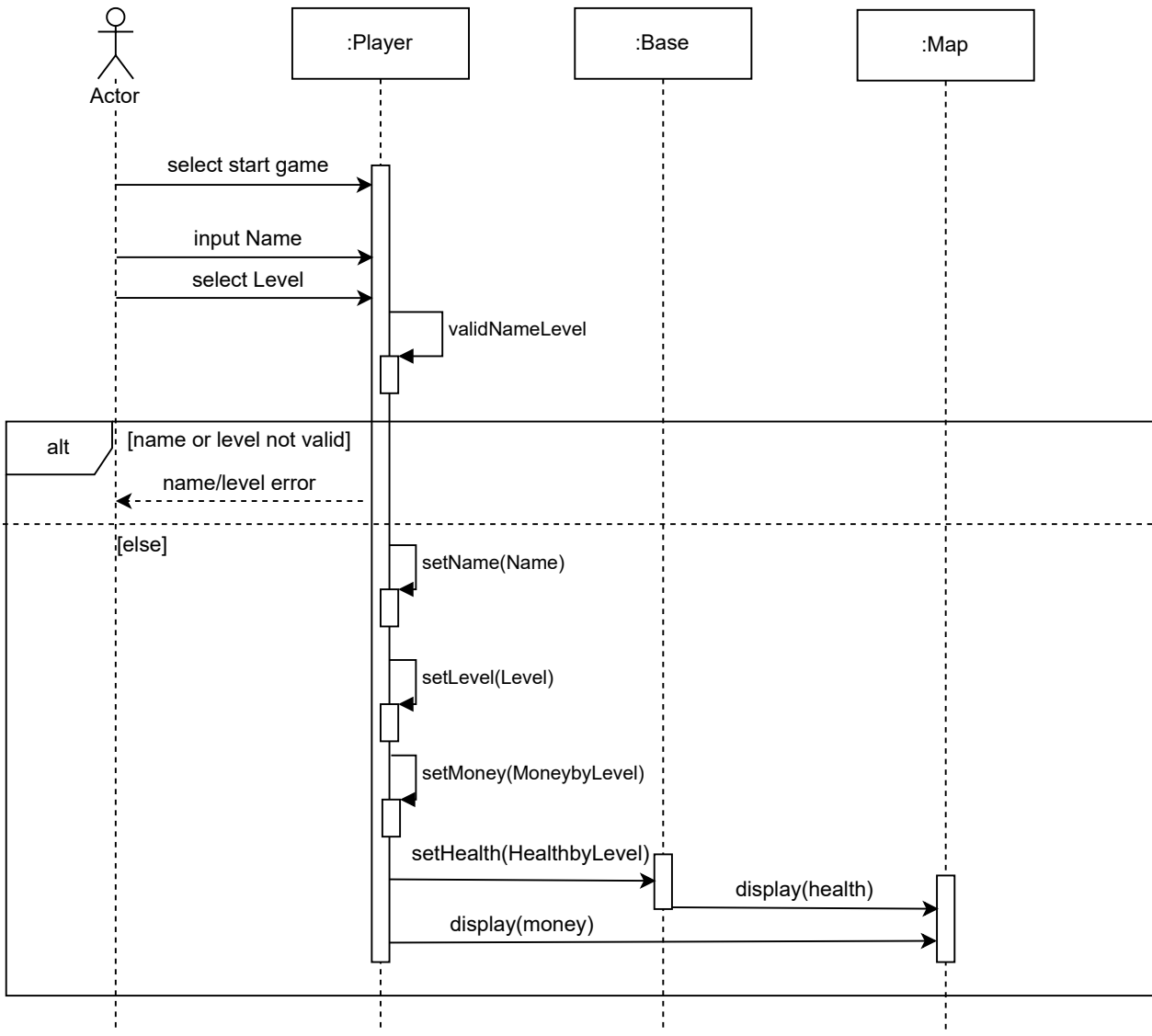
setLevel(Level)

setMoney(MoneybyLevel)

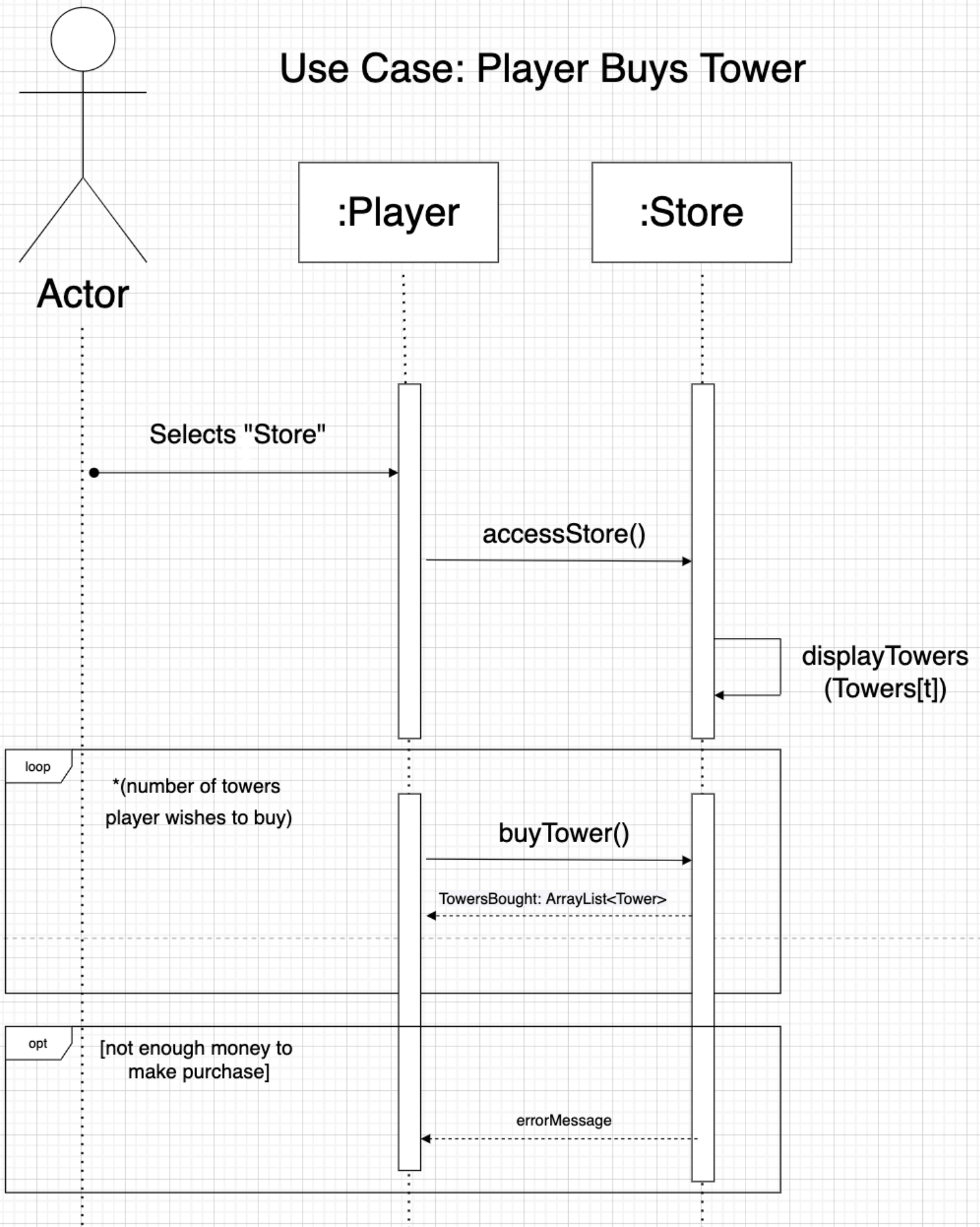
setHealth(HealthbyLevel)

display(health)

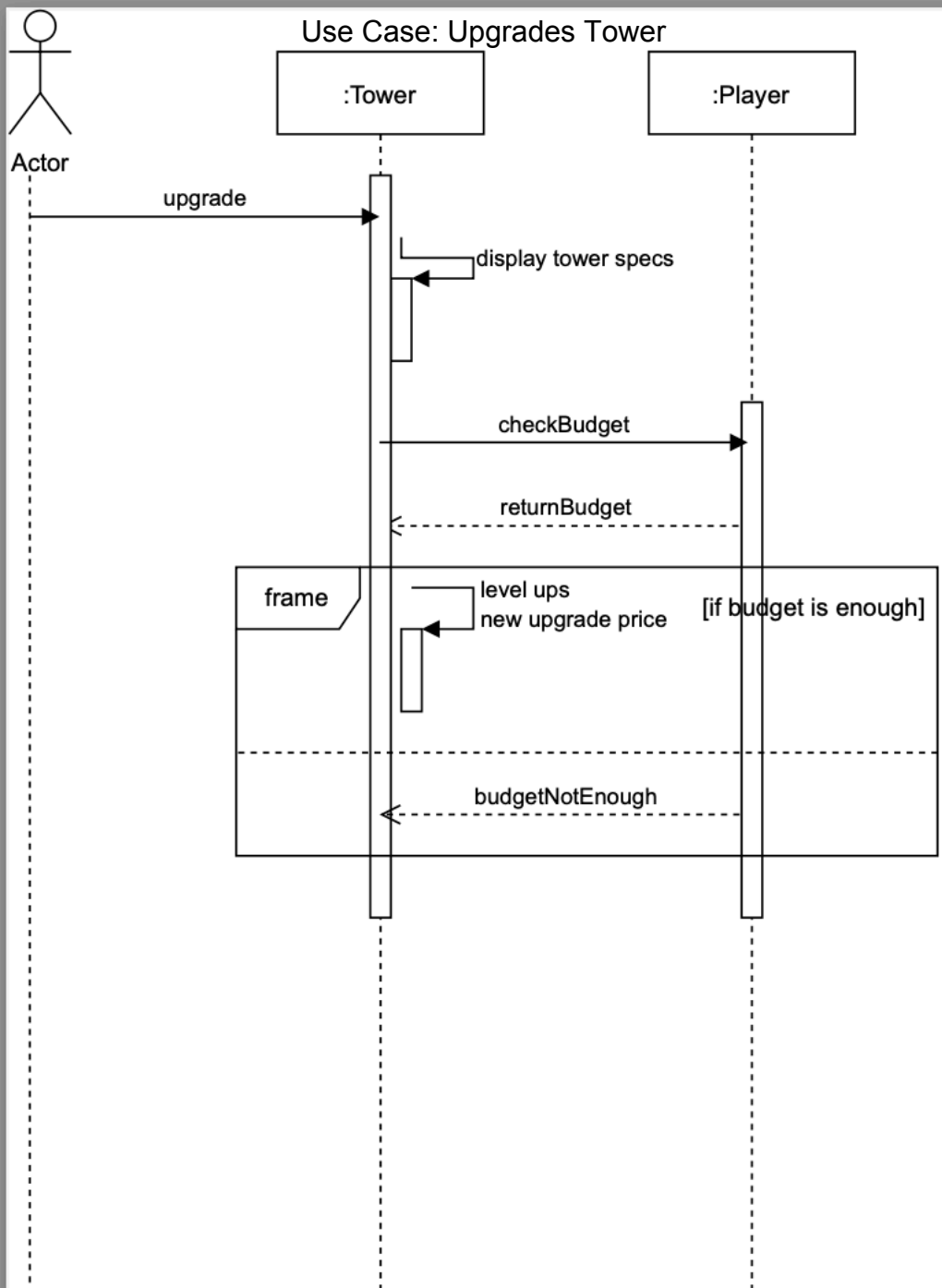
display(money)



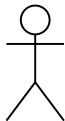
Use Case: Player Buys Tower



Use Case: Upgrades Tower



Use Case: Player Places Tower



Actor

:Player

:Tower

:Map

Select "Place Tower"

GetTowersBought()

Asks to "Select a Tower"

Selects a Tower from Inventory

Give List of Areas on Map

Choose an Area

alt

[Area is already Occupied]

Display Error

[Else]

New Tower()

PlaceTower()

GiveLocation()

Remove Tower From Player

SetxVal(Location)

SetyVal(Location)

