Use case: *Sell*

Short description: Sells a built tower
Priority mid
Extends or Includes (other use case)
Participating actors: Player

Normal flow of events

1. action (actor)
   Player select a build tower and press "Sell"-button
2. response (application)
   Tower is dismantled (i.e. removed from gameboard)
   A percentage of tower value is refunded.

Alternate flow: NA
Exeptional flow: NA