Use case: *Upgrade*

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

Normal flow of events

1. action (actor)
   Player selects a built Tower and press' "Upgrade"-button
2. response (application)
   Tower is upgraded, if P-money is sufficient

Alternate flow: P-money is insufficient
   if P-money is insufficient, upgrade is not completed
Exeptional flow: NA