Use case: *Build*

Short description: Build a tower.
Priority: high
Extends or Includes (other use case)
Participating actors: Player (P)

Normal flow of events

1. action (actor)
    P choose tower, and places it on gameboard

2. response (application)
    The application gives visual feedback if tower can be built on the tile the player is
hovering with the mouse.

3. action
    Player chooses where to place the tile and presses with the mouse.

4. response
    New tower is built, if P-money is sufficient.

Alternate flow: P-money is not sufficient
    if P-money is to low, P can't buy tower
Alternate flow: Bad tile
    if P tries to build on a bad tile (i.e. tile that is not meant for building) build failes.
Exeptional flow