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)
   New tower is build, if P-money is sufficient

3. action

4. response

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