

# 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

Exceptional flow: NA