

# 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