Use case: *StartWave*

Short description: Player inits a wave
Priority: high
Extends or Includes (other use case)
Participating actors: Player

Normal flow of events

1. action (actor)
   Player klicks "Release Wave" - button
2. response (application)
   A new wave of enemies begins to walk the path to P-base.

Alternate flow: NA
Exeptional flow: NA