# Use Case: EditMap

**Summary:** This is where you enter into the mode were you can customise/build your own map

**Priority:** high

**Extends:** Nada

**Includes:** RemoveTile, ChangeTile, AddTile

**Participators:** The user!

## Normal flow of events

|   | Actor | System |
|---|---|---|
| 1 | Click a button to enter the map edeting mode | |
| 2 | | We enter a mode where we can build new/ or eddit existing maps. |