

**Use Case: Save****Summary:** User saves the created map**Priority:** medium**Extends:****Includes:** - SaveAndExit**Participators:** Actual user**Normal flow of events:**

	Actor	System
1	Player clicks the save button	
2		System prints map boundaries around users created map.
3		System prints map to txt file with name selected at start of application

**Alternate flow:**

No alternate flows.

**Exceptional flow:**

2.1 User has not drawn on all of the canvas

	Actor	System
2.1		Empty tiles are filled with default tiles.

**Use Case: SaveAndExit**

**Summary:** User draws on a canvas to create a map for game Zombienado

**Priority:** medium

**Extends:**

**Includes:**

**Participators:** Actual user

**Normal flow of events:**

	Actor	System
1	User click Save&Exit button	
2		Saves map. See Use Case: Save(2)
3		Exits application

**Use Case: SelectTile**

**Summary:** User selects a image/tile to use

**Priority:** High

**Extends:**

**Includes:** - Draw, Fill

**Participators:** Actual user

**Normal flow of events:**

	Actor	System
1	Player clicks a button	
2		System remembers image/tile that the user has selected

**Alternate flow:**

No alternate flows.

**Exceptional flow:**

No exceptional flows.

**Use Case: Draw**

**Summary:** User draws on a canvas to create a map for game Zombienado

**Priority:** High

**Extends:**

**Includes:**

**Participators:** Actual user

**Normal flow of events:**

	Actor	System
1	User clicks or drags with the mouse on application canvas	
2		Draws selected image (tile) at mouse position
3		Saves the drawn map within the application

**Exceptional flow:**

2.1 User has not selected a tile

	Actor	System
2.1		Default tile is drawn

**Use Case: Fill**

**Summary:** User fills a map with only one sort of tile

**Priority:** High

**Extends:**

**Includes:**

**Participators:** Actual user

**Normal flow of events:**

	Actor	System
1	User clicks the 'Fill' button	
2		Fills the map with selected tile
3		Saves the drawn map within the application

**Exceptional flow:**

2.1 User has not selected a tile

	Actor	System
2.1		Map is filled with default tiles