# Use case

Build a block

# Scope

The scope of this use case is to craft blocks individually during the game in safe or survival mode

# Description

This use case allows the player to build/craft individual blocks

# Flow Description

## Precondition

1. The player has authenticated himself under a specific name or as a guest
2. The player has started the game

## Activation

This use case starts when it is the player turn either at the beginning of the game or during the game in a single or multiplayer mode.

## Main flow

1. The player moves to the area where the block should be built
2. The player can browse the type of available materials from the tool menu (Ore block, Cloth block, Clay, Brick, Glass, Sand etc…)
3. The player selects the material according to the purpose of the action (build house, gates, stairs etc...) [S1]
4. The player targets the area where the block must be built
5. The player clicks on the target area and builds the block

***Subflow***

[S1] When the material is selected, the tool to build the block shows up automatically and replaces the previous tool that was used the previous use case

## Alternate flow

1. No blocks can be built if there are no materials
2. No block can be built if there are no tools

## Exceptional flow

* None

## Termination

The system stores the actions of the player

## Post condition

The system goes to a wait state for the next interaction with the player

**Use Case Diagram**

