# Use case

Destroy a block

# Scope

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

# Description

This use case allows the player to destroy a block with the help of available tools

# 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 next the block to be destroyed
2. The player clicks on the Tools button
3. The player can browse the list available options used to destroy a block.
4. The player selects the tool that he wishes to use
5. The player selects the block to be destroyed
6. The player clicks on the block and destroys it

## Alternate flow

1. 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**

