

Use Case: CS_BuyUpgrade

Summary: This is when the user buys an upgrade to a candy in the candy shop.

Priority: Low

Extends: GoToCandyShop

Includes: -

Participator: The player, the application.

Normal flow of events

An upgrade that is ok to buy.

	Actor	System
1	The user is in the candy shop (UC: GoToCandyShop) and has marked one of the yellow candy property upgrades, and presses enter.	
2		The upgrade becomes green.
3		The money is reduced.

Alternative flow of events

An upgrade that isn't ok to buy.

	Actor	System
2.1	The user is in the candy shop (UC: GoToCandyShop) and has marked one of the green or red candy property upgrades, and presses enter.	
2.2		Nothing happens.