

HQ.1

Summary: Switching GUI from the level to the shop

Priority: Medium

Extends:

Inherits:

Participator: The actor

	Actor	System
1	Press shopbutton/Move over shoptile	
2		Popup/Modal panel with the shop, different tabs
3		

HQ.1 (Sell minerals)

Summary: Sells entire inventory for cash

Priority: Low

Extends:

Inherits:

Participator: The actor

	Actor	System
1	Press sellbutton	
2		Empties inventory and increases cash equal to value of inventory
3		

HQ.1 (Buy fuel)

Summary: Refills fuel equal to cash ammount

Priority: Medium

Extends:

Inherits:

Participator: The actor

	Actor	System
1	Press shopbutton/Move over shoptile	
2		Popup/Modal panel with the shop, different tabs
3		