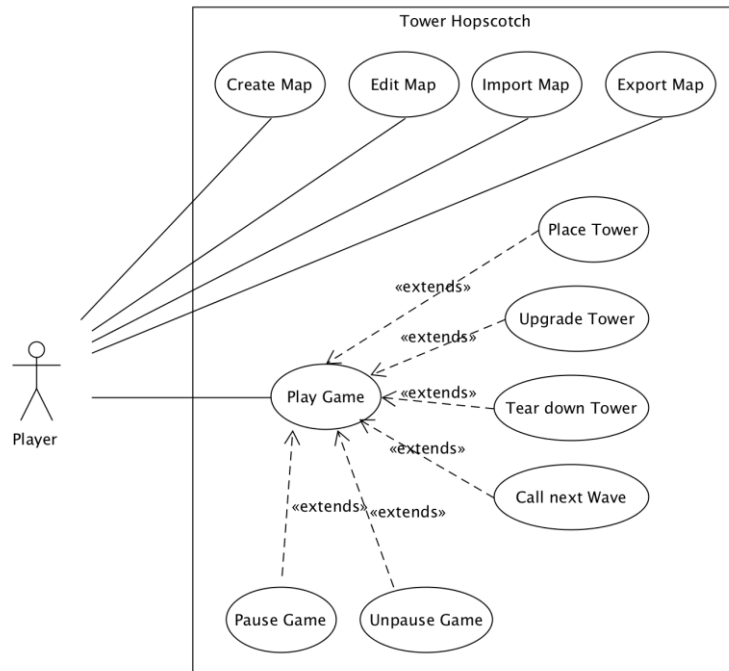# Practicum 2

Use Case Diagram

Use case with formality type "fully dressed" according to C. Larman

Use Case UC2 Tear Down Tower

Primary Actor: Player

Stakeholder and Interests:

- Player wants to tear down a tower to build another at the same position or to get money.

Preconditions:

- The game has to be started and unpaused.
- A tower has to exist to get destroyed.

Postcondition:

- The tower has to be destroyed.
- The position is free for another tower.
- The player gets a fractional amount of the building costs back to his total amount of spendable money.

Main Success Scenario:

1. The player clicks on the tower he wants to tear down.
2. The tower menu opens in which he can upgrade or tear down the tower.
3. The player clicks on the tear down button.
4. The tower gets destroyed and the player gets a fractional amount of the money he invested in building the tower.
5. The tower menu gets closed.

Extensions:

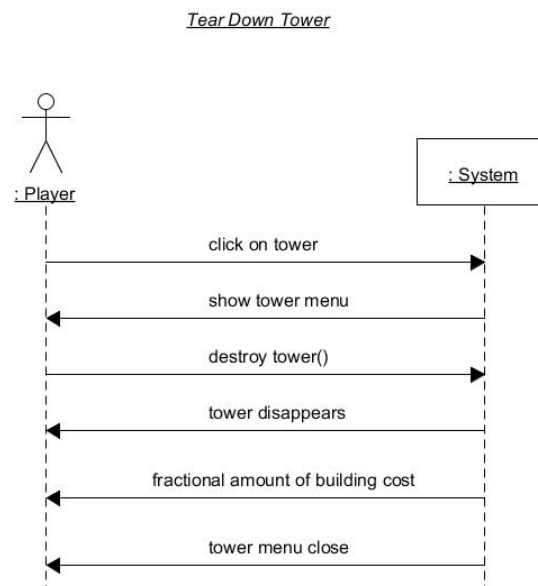3a. The player closes the tower menu.

1. The player has to click on the tower again or else he can't tear the tower down.

Special Requirements:

- Windows or Mac computer with Java 8.
- Computer with mouse and keyboard or a touch display.

Frequency of Occurrence: Initiated by player.

Sequence Diagram "Tear Down Tower"

Use case with formality type "casual" according to C. Larman

Use Case UC3 Call Next Wave

Main Success Scenario:

When all enemies are defeated from the previous wave and the player has modified his defence, he can click on the button "Call Next Wave". This results with the beginning of the next wave.

Alternate Scenario:

- When the player has defeated the last wave of enemies, the player can't call a next wave because he has won the game.

Use case with formality type "brief" according to C. Larman

Use Case UC4 Upgrade Tower

The player can upgrade a tower so that the tower makes more damage to the enemies. To upgrade a tower the player needs enough amount of money.