**Use Case:** Prepare for and Start Wave

**Successful Outcomes:** System allows the user to edit the towers on the map. The user can then start the wave.

**Use Case Properties:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** | UC-\_\_\_-\_\_\_\_ |
| **Use Case Goal** | The primary actor prepares for and starts the next wave |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-goal |
| **Precondition** | The user is in the game, before a wave. The system is displaying the game map. |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | Action | **Notes** |
| **1** | The System goes into editing mode, in which the player can edit towers |  |
| **2** | The player starts the next wave |  |
| **3** | The use case ends successfully |  |

**Alternative Flows:**

**1.a Player Builds New Tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1a.1** | Systems prompts user to select tower position |  |
| **1a.2** | System displays available towers |  |
| **1a.3** | Player chooses tower |  |
| **1a.4** | System builds tower and modifies play attributes according to BR3 |  |
| **1a.5** | Return to Main Success Scenario Step 1 |  |

**1a1.a There is no available position**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1a1a.1** | System tells player that there is not enough space |  |
| **1a1a.2** | System returns to building mode |  |
| **1a1a.3** | Return to Main Success Scenario Step 1 |  |

**1a4.a Player does not have appropriate resources according to BR3**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1a4a.1** | System displays that there is not enough money |  |
| **1a4a.2** | System returns to building mode |  |
| **1a4a.3** | Return to Main Success Scenario Step 1 |  |

**1.b Player Upgrades Existing Tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1b.1** | System prompts player to select tower |  |
| **1b.2** | System displays available tower upgrades and costs |  |
| **1b.3** | Player chooses tower upgrade |  |
| **1b.4** | System upgrades tower attributes and modifies player attributes according to BR4 |  |
| **1b.5** | Return to Main Success Scenario Step 1 |  |

**1b2.a No upgrades are available for the selected tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1b2a.1** | System displays that no upgrades are available |  |
| **1b2a.2** | System returns to tower selection |  |
| **1b2a.3** | Return to 1b.1 |  |

**1b3.a Not enough money according to BR4**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1b3a.1** | System displays not enough money |  |
| **1b3a.2** | System returns to specific tower upgrades |  |
| **1b3a.3** | Return to 1b.2 |  |

**1.c Player Sells Existing Tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1c.1** | System prompts player to select tower |  |
| **1c.2** | System displays tower sell price according to BR4 |  |
| **1c.3** | Player chooses to sell tower |  |
| **1c.4** | System deletes tower and updates player attributes according to BR4 |  |
| **1c.5** | Return to Main Success Scenario Step 1 |  |

**1c3.a Player cancels sale of tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1c3a.1** | System displays that tower was not sold |  |
| **1c3a.2** | System returns to build mode |  |
| **1c3a.3** | Return to Main Success Scenario Step 1 |  |