**Use Case:** Build a tower

**Successful Outcomes:** User has built a new tower.

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** | UC-\_\_\_-\_\_\_\_ |
| **Use Case Goal** | The primary actor builds a new tower |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-goal |
| **Precondition** | The user is in the game, and the game is in editing mode. |
| **Domain Entities** |  |

Main Success Scenario:

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1** | Player indicates intent to build a tower |  |
| **2** | Systems prompts user to select tower position |  |
| **3** | Player selects tower position |  |
| **4** | System displays available towers |  |
| **5** | Player selects tower that he/she wants to build |  |
| **6** | System builds tower and modifies player attributes according to BR3 |  |
| **7** | Use case ends successfully |  |

1a. There is no available position:

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1a.1** | System indicates to player that there is not enough space |  |
| **1a.2** | System returns to game screen |  |
| **1a.3** | Use case ends unsuccessfully |  |

1b. Player does not have enough resources to build a tower according to BR3:

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1a.1** | System indicates to player that he/she does not have enough resources |  |
| **1a.2** | System returns to game screen |  |
| **1a.3** | Use case ends unsuccessfully |  |

5a. Player does not have appropriate resources according to BR3:

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **5a.1** | System indicates that the player does not have enough money to build the selected tower |  |
| **5a.2** | Return to Main Success Scenario Step 5 |  |