**Use Case:** Sell a tower

**Successful Outcomes:** User has sold an existing tower.

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| **Use Case Package** |  |
| **ID** | UC-\_\_\_-\_\_\_\_ |
| **Use Case Goal** | The primary actor sells a 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:

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| **Step** | **Action** | **Notes** |
| **1** | Player indicates intent to sell a tower |  |
| **2** | System prompts player to select the desired tower to sell |  |
| **3** | Player selects the tower to sell |  |
| **4** | System displays tower sell price according to BR4 |  |
| **5** | Player chooses to sell the tower |  |
| **6** | System deletes tower and updates player attributes according to BR4 |  |
| **7** | Use case ends successfully |  |

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| **Step** | **Action** | **Notes** |
| **5a.1** | System displays that tower was not sold |  |
| **5a.2** | System returns to game |  |
| **5a.3** | Use case ends unsuccessfully |  |

5a. Player chooses to not sell the tower: