**Use Case:** Upgrade a Tower

**Successful Outcomes:** The player upgrades a tower to prepare the next wave.

**Use Case Properties:**

|  |  |
| --- | --- |
| **Use Case Package** |  |
| **ID** | UC-\_\_\_-\_\_\_\_ |
| **Use Case Goal** | The primary actor upgrades an existing tower. |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-level goal |
| **Precondition** | The user is preparing for a wave and selects to upgrade a tower. |
| **Domain Entities** |  |

**Main Success Scenario:**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1** | Player selects to upgrade a tower. |  |
| **2** | System prompts player to select a tower, from the Game Screen. |  |
| **3** | Player selects one tower from the Game Screen. |  |
| **4** | System displays available upgrades and the corresponding costs for the selected tower. |  |
| **5** | Player chooses one of the tower upgrade options. |  |
| **6** | System validates the player attributes. | According to BR4 |
| **7** | System upgrades tower attributes and modifies player attributes. |  |
| **8** | System returns user to the Game Screen. |  |
| **9** | Use case ends successfully. |  |

**Alternative Flows**

**4a No upgrades are available for the selected tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **4a.1** | System displays a message that no upgrades are available for the selected tower. |  |
| **4a.2** | Player dismisses the message. |  |
| **4a.2** | System returns to the Game Screen. |  |
| **4a.3** | Use case ends unsuccessfully. |  |

**6a Not enough money to apply upgrade to the selected tower**

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **6a.1** | System displays a message that not enough money is available to apply the selected upgrade. | According to BR4 |
| **6a.2** | Player dismisses the message. |  |
| **6a.3** | Return to Main Success Scenario Step 4. |  |