**Use Case:** Build Tower

**Successful Outcomes:** The Player builds a new tower to prepare for the next Wave.

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| **Use Case Package** | Tower Management |
| **ID** | UC-TM-1 |
| **Use Case Goal** | The primary actor builds a new tower |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-level goal |
| **Precondition** | The Player is preparing for a Wave and selects to build a new Tower |
| **Domain Entities** | Tower, Game Map |

Main Success Scenario:

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| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **1** | Player selects to build a new Tower. |  |
| **2** | Systems prompts Player to select a position to place new Tower on the Game Map. | **According to GL-Map** |
| **3** | Player selects a position on the Game Map for the new Tower. |  |
| **4** | System displays available Towers. | **According to GL-Tower** |
| **5** | Player selects the Tower that they want to build. |  |
| **6** | System validates Player attributes. | **According to GL-Player** |
| **7** | System builds a new Tower and modifies Player attributes. | **According to GL-Tower** |
| **8** | System returns Player to the Game Screen. |  |
| **9** | Use case ends successfully. |  |

2a. The position on the Game Map selected is invalid:

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| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **2a.1** | System displays a message that the selected position on the Game Map is invalid. |  |
| **2a.2** | Player dismisses the message. |  |
| **2a.3** | Return to Main Success Scenario Step 2 |  |

6a. Player does not have enough Resources to build Tower:

|  |  |  |
| --- | --- | --- |
| **Step** | **Action** | **Notes** |
| **6a.1** | System displays a message that the Player that does not have enough Resources to build the Tower. | **According to GL-Tower** |
| **6a.2** | System returns Player to the Game Screen. |  |
| **6a.3** | Use case ends unsuccessfully |  |