**Use Case:** Play Game

**Successful Outcomes:** The Player plays and completes the whole Tower Defense Game.

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| **Use Case Package** | Tower Defense |
| **ID** | UC-TD-PG |
| **Use Case Goal** | The primary actor plays and completes the Tower Defense Game |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-level goal |
| **Precondition** | The Player has opened the Game. |
| **Domain Entities** | Game, Game Map, Wave, Tower |

Main Success Scenario:

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| **Step** | **Action** | **Notes** |
| **1** | Player selects to play the Game |  |
| **2** | System prompts the Player to select an existing Game Map. |  |
| **3** | System displays the Game Map on the Game Screen and prompts the Player to prepare for a Wave |  |
| **4** | Player prepares for the Wave, by managing Towers | **Use Cases UC-TM-1, UC-TM-2 and UC-TM-3** |
| **5** | Player selects to play a Wave | **Use Case UC-TD-PW** |
| **6** | Return to Main Success Scenario Step 3, as long as Player has Life points, else proceed to Main Success Scenario Step 7 when the Player has played all the Waves. | **According to GL-Wave** |
| **7** | System displays a message that the Player has won the Game. |  |
| **8** | Player dismisses the message. |  |
| **9** | System takes user back to the Main Screen. |  |
| **10** | Use case ends successfully. |  |

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| **Step** | **Action** | **Notes** |
| **2a1** | System takes the Player to the Map Editor. | **Use Case UC-TD-Map** |
| **2a2** | Use case ends successfully. |  |

2a. Player selects to make a new Game Map:

6a. The Player has no Life left:

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| **Step** | **Action** | **Notes** |
| **6a1** | System displays a message that the Game is over. | **According to GL-Wave** |
| **6a2** | Player dismisses the message. |  |
| **6a3** | System takes the user back to Main Screen. |  |
| **6a4** | Use case ends unsuccessfully. |  |