**Use Case:** Play Wave

**Successful Outcomes:** The Player plays one Wave of the Game.

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| **Use Case Package** | Tower Defense |
| **ID** | UC-TD-PW |
| **Use Case Goal** | The primary actor completes a wave of the game without letting critters through |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-level goal |
| **Precondition** | The Player has already prepared for the Wave and selects to play the Wave. |
| **Domain Entities** |  |

Main Success Scenario:

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| **Step** | **Action** | **Notes** |
| **1** | Player indicates intent to start a Wave. |  |
| **2** | System generates a finite amount of Critters to move on the Critter Path |  |
| **3** | Towers fire on Critters to prevent them from reaching the end of the Critter Path. |  |
| **4** | All critters are killed, and the system modifies player attributes according to the types and amounts of critters killed | **According to GL-Critters** |
| **6** | Use case ends successfully. |  |

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| **Step** | **Action** | **Notes** |
| **\*a1** | System modifies the Player attributes. | **According to GL-Player** |
| **\*a2** | Use case ends unsuccessfully. |  |

\*a. A critter reaches the end of the path: