**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-PW2 |
| **Use Case Goal** | The primary actor plays one Wave of the Game |
| **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 selects to play the Wave. |  |
| **2** | System generates a finite amount of Critters and makes them move on the Critter Path, till the Wave ends. |  |
| **3** | Towers fire on Critters and prevent them from reaching the end of the Critter Path. |  |
| **4** | When the Wave ends, the System modifies the Player attributes. | **According to GL-Wave** |
| **5** | System allows user to prepare for next Wave. |  |
| **6** | Use case ends successfully. |  |

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

\*a. Critters reach the End: