**Use Case:** Sell Tower

**Successful Outcomes:** The Player sells an existing Tower to prepare for the next Wave.

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| **Use Case Package** | Tower Management |
| **ID** | UC-TM-3 |
| **Use Case Goal** | The primary actor sells an existing tower |
| **Actor(s)** | Primary Actor: Player |
| **Level** | User-level goal |
| **Precondition** | The Player is preparing for a Wave and selects to sell a Tower. |
| **Domain Entities** | Tower, Game Map |

Main Success Scenario:

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| **Step** | **Action** | **Notes** |
| **1** | Player selects to sell a Tower. |  |
| **2** | System prompts Player to select a Tower, from the Game Map. |  |
| **3** | Player selects one Tower from the Game Map. |  |
| **4** | System displays Tower sale Resources. | **According to GL-Tower** |
| **5** | Player chooses to sell the Tower. |  |
| **6** | System deletes Tower and reimburses Resources. | **According to GL-Tower** |
| **7** | Use case ends successfully. |  |

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| **Step** | **Action** | **Notes** |
| **\*a.1** | System displays that the Tower was not sold and returns Player back to the Game Screen. |  |
| **\*a.2** | Use case ends unsuccessfully. |  |

\*a. Player chooses to not sell the Tower: