**UC 9 – Unlock Skill**

User hovers over available skill.

• Unity checks for hover over UI element.

• TalentDatabase (internal Unity object type) outputs tooltip with talent information provided by the ID set for the UI element script.

User double clicks on skill slot.

• Unity updates VerifyTalent class.

• VerifyTalent class update checks for requirements and the talent information provided by Unity’s database object the TalentDatabase.

• VerifyTalent class sends the type of skill and it’s magnitude to the Talents class.

•Talents class updates the skill and then returns to the VerifyTalent class.

• VerifyTalent proceeds to update.

• VerifyTalent checks internal bool for lock status and then requests Unity to change the border of the game object (UI element).