**~~14) As a user I want to destroy my own towers and regain credits so that I can change my defenses. #14~~**

~~1. Given that the user is in prepare mode when they select a existing defense then a pop-up shows up with the option to upgrade or destroy.~~

~~2. Given that the user is on pop-up menu when the user clicks destroy then the tower disappears.~~

~~3. Given that the user is on pop-up menu when the user clicks destroy then they get partial credits back for their defense.~~

**~~13) As a user, I want the enemies to come and attack my base so I can fight back.~~**

~~1. Given that the wave has started when the enemies respond then they start moving towards the users base.~~

~~2. Given that the enemies are near the user's base when they attack the base then the health bar goes down.~~

~~3. Given that the enemies are near user's defense when the defense attacks the enemy then the enemies health goes down.~~

**~~12) As a gamer, when I kill enemies I want to earn "Credits" so that I can purchase more towers.~~**

~~1. Given that the user is being attacked when enemies are killed then the amount of credits in their bank goes up.~~

~~2. Given that the user is being attacked when a stronger enemy is defeated then the user earns more credits.~~

~~3. Given that the user starts a new level when they look at their current credit amount then set start credit is given.~~

**~~10) As a user I want to have different levels so that I can progress through.~~**

~~1. Given the user select main menu when they finishes all waves when they press play button then a list of levels pops up to select any unlocked level.~~

~~2. Given the user has completed a level when they view the level select menu then they can replay previously completed levels.~~

~~3. Given the user has completed a level when they view the level select menu then the next level is unlocked.~~

~~4. Given the user has completed all level when the user is on the level select screen then they can replay all levels and a "You've graduated" message is displayed~~ (moved ot in game)

**~~9) As a user I would like to view what wave I am on so that I can see how far I've come.~~**

~~1.Given the user is on the map view when the previous wave finishes then the wave button goes up.~~ \*changed to increment on wavestart

~~2. Given the user is on the map view when they view the wave fraction( current wave/total waves) then the user knows how many waves are left and what wave they are on.~~

~~3. Given the user has completed the last wave when the numerator and denominator of the wave fraction are equal then a "Congratulations" message is displayed and option are given to either progress or go back to main menu.~~