

“Placing a building on the map”

Primary actor: User

Precondition: the has selected a building to place from the UI

Trigger: the User drags the building onto the map and confirms its placement

Main Success Scenario:

1. A green grid below the building indicates the placement is in a valid location
2. The user confirms the placement with a left mouse click (or alternative input)

Secondary Scenarios:

1. The user tries a building in an invalid location
 - The grid turns red and contains x's
 - A message is displayed to the user informing them of invalid placement

Success postcondition:

1. The building is bound to the map at the specified location and the game continues running until time runs out.

Minimum postcondition:

1. The building is not placed, however the user can select a new building and retry and the game continues running.

