Use Case ID	UC-11	
Use Case Name	Maintain Health	
Description	Player can regain health if health is low	
	Player's health slowly decreases when being used	
Actors	Player	
Pre-conditions	Health is not 0, but is fluctuating	
Post-conditions	Health is more full	
Frequency of Use	Constant	
Flow of Events		
	Actor Action	System Response
	1. Player presses buttons 1, 2, or 3.	Player switches to a character.
	2. Player uses the character.	Character's health slowly decreases over time; the two unused character's health slowly increases over time.
	3. Player sees trash, walks over to it.	Player collides with trash; gets minor health boost.
	4. Player uses the character.	See step 2
Variations	3. If the player is the raccoon, you could collide with nuts to get a major health increase	
	3. If the player is the rat, you could collide with cheese to get a major health increase	
	3. If the player is the possum, you could collide with berries to get a major health increase	
Exceptions	If a character's health is 0, it does not increase and decrease.	
Developer Notes		