

Brief use-case BUC-3: Get a Bonus

1. A target were hit as many times as it needed to destroy it.
2. The target disappears.
3. A random generator generates a chance for a bonus drop.
 - 3.1. A bonus drop is generated. A bonus box appears on the place of hit target and slowly falls down.
 - 3.1.1. The space ship touches the bonus box. The bonus box disappears. A related bonus effect is being activated.