

Brief use-case BUC-2: Shoot Bullets

1. A player pushes the space bar button.
2. A space ship launches a bullet.
3. The bullet moves up through the screen.
- 3.1. The bullet touches a target. Both the bullet and the target blink, then the bullet disappears. 1 hit is being added to target's hits counter.
 - 3.1.1. The target was hit as many times as it needed to destroy it.
 1. The target disappears.
 2. 3 points are being added to player's score.
 3. If it is the last target, a new set of targets appears.
 - 3.1.2. The target was not hit as many times as it needed to destroy it.
 1. The target proceeds its movement.
- 3.2. The bullet does not touch any target.
 1. The bullet goes out of the top of the screen.
 2. 1 point is being subtracted from player's score if it is more than 0.