Use Case: Take Damage

Summary: This describes how the player takes damage

Priority: high

Extends:

Includes:

Participations: Actual player

Normal Flow: Player gets hit by enemy fire

	Actor	System
	Player gets shot by enemy	
		Player looses 1 health
		Player sprite flashes
		Player is invinsible for a period of time
		Game over screen shows

Alternate Flow: Player collides dangerous obstacle

	Actor	System
	Player collides with dangerous obstacle	
		Player looses 1 health
		Player sprite flashes
		Player is invisible for a period of time
		Game over screen shows

Alternate Flow: Player collides with enemy

	Actor	System
	Player collides with enemy	
		Player looses 1 health
		Player sprite flashes
		Player is invisible for a period of time
		Game over screen shows

Exceptional Flow: Player falls into the abyss

	Actor	System
	Player walks of the map	
		Player looses all health
		Player sprite flashes
		Player is invisible for a period of time
		Game over screen shows