

Use Case: Fire Weapon

Summary: Player fires weapon

Priority: high

Extends:

Includes: Collides with object

Participations: Actual player

Normal Flow: Player hits nothing

	Actor	System
1	Moves mouse	
		Crosshair follows position
		Machodudes' arm rotates to point correctly
2	Player presses left mouse button	
		Gunflare effect at nozzle
		Bullet flies towards position
		Plays weapon sound

Alternate Flow: Player hits enemy

	Actor	System
1	Moves mouse over enemy	
		Crosshair follows position
		Machodudes' arm rotates to point correctly
2	Player presses left mouse button	
		Gunflare effect at nozzle
		Bullet flies towards enemy
		Plays weapon sound
		Bullet collides with enemy
		Blood effect shows on collision
		Enemy dies

Alternate Flow: Player hits obstacle

	Actor	System
1	Moves mouse over obstacle	
		Crosshair follows position
		Machodudes' arm rotates to point correctly
2	Player presses left mouse button	
		Gunflare effect at nozzle
		Bullet flies towards obstacle
		Plays weapon sound
		Bullet collides with obstacle
		Sparkle effect shows on collision

Alternate Flow: Player hits destructable

	Actor	System
1	Moves mouse over destructable	
		Crosshair follows position
		Machodudes' arm rotates to point correctly
2	Player presses left mouse button	
		Gunflare effect at nozzle
		Bullet flies towards destructable
		Plays weapon sound
		Bullet collides with destructable
		Sparkle effect shows on collision
		health is removed from destructable
3	Destructable hits 0 health	
		destructable explodes