

# Use Case: Die

**Summary:** This describes how the player dies

**Priority:** high

**Extends:**

**Includes:**

**Participations:** Actual player

**Normal Flow:** Player gets killed by enemy fire

	Actor	System
	Player gets shot by enemy,	
		Player loses 1 health
		if health reaches 0, Game Over screen shows

**Alternate Flow:** Player gets killed by enemy collision

	Actor	System
	Player collides with enemy, takes damage and dies.	
		Player health reaches 0
		Game Over screen shows

**Exceptional Flow:** Player walk in to pit and dies.

	Actor	System
	Player falls into pit.	
		Game Over screen shows