Use Case: Collide with object

Summary: MachuDude collides with an object that he is not suposed to walk through, e.g a tree.

Priority: High
Extends: Move
Includes: Take damage
Participations: Actual player

Normal Flow - collides with object on screen.

	Actor	System
1	Moves MachoDude across screen and collides with an object.	
2		MachoDude stops

Alternate Flow - collides with something dangerous

	Actor	System
1	Moves MachoDude across screen and collides with an object.	
2		MachoDude takes damage

Exceptional Flow - collides with something dangerous <u>and dies</u>

	Actor	System
1	Moves MachoDude across screen and walks in to an object.	
2		MachoDude takes damage and dies
3		GameOver-State