

Use case: TakeDamage

Summary:

Priority: High

Extends: RunGame

Includes: -

Participators: Actual player

Normal flow of events:

The player is hit by an enemy attack but the player survives.

	Actor	System
1	Player is hit by enemy-attack	
2		Players DmgTaken animation plays
3		Calculates the new health of the player.
		Player has health over 0 and survives to keep playing.

Alternate flows:

The player takes damage and the player dies.

	Actor	System
1	Player is hit by enemy-attack	
2		Players DmgTaken animation plays
3		Calculates the new health of the player.
		Player has health equal or below 0.
		PlayerDies animation plays

		Display GameOver screen (where you can go to main menu or quit)
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