

Use case: Interact

Summary: The user presses the interact button

Priority: Medium

Extends: None

Includes: None

Participators: User

Normal flow of events:

Nothing happens, the player is not close to any object

	Actor	System
1	The actor presses the interact button	
2		Nothing happens
3		
4		

Alternate flows

The player is close to an interactable object

	Actor	System
1	The user presses the interact button	
2		The system notes that the object has been interacted with and responds appropriately