

# Use case: IncapacitateEnemy

**Summary:** The enemy becomes incapacitated and removed from the room when the user has dealt a sufficient amount of damage to it.

**Priority:** High

**Extends:** Attack

**Includes:** N/A

**Participants:** The player in charge

## Normal flow of events:

The enemy dies and disappears.

	Actor	System
1	Lays a final attack on the enemy	
2		enemy health renders completely red
3		enemy is removed from room
4		

## Alternate flows

Both the enemy and the player is incapacitated simultaneously

	Actor	System
1	The player lays a final attack on the enemy	
2		Enemy lays final attack on player
3		player is incapacitated
4		The game is ended

