Use case: Return own flag

This use case describes how a player returns the flag of her own team to its default position in the game world

Priority: Medium

Includes: Score

Participating actors

- Player
- Team flag

Normal flow of events

1. User: Player moves over the flag, which is dropped on the ground
2. Game: The flag is immediately returned to its "home" location, and the player scores a set amount of points

Exceptional flow a) Flag is already at its "home" location

1. User: Player moves over the flag
2. Game: Nothing happens