

Use case: Capture flag

This use case describes how a player may capture a flag and score

Priority: Medium

Extends: Pick up opposing team's flag

Includes: Score

Participating actors

- Two players, A and B, on different teams
- Team A
- Team B's flag
- Team A's flag

Normal flow of events

1. User: Player A holds the team B's flag and carries it to team A's flag
2. Game: Team B's flag and the team A's flag returns to their designated positions; player A scores (See use case "Score").

Exceptional flow a) Player B holds the team A's flag

1. User: Player A tries to carry the team B's flag to the team A's flag
2. Game: The two players collide as usual and nothing else happens