

Use case: Pick up opposing team's flag

This use case describes how a Player may pick up the opposing team's flag

Priority: Medium

Participating actors

- Players
- Opposing team's flag

Normal flow of events

1. User: The player moves to the opposing team's flag and picks it up
2. Game: The player picks up the flag; The player receives a graphical indication that he is carrying the flag.

Exceptional flow a) The player is too far away

1. User: The player tries to pick up the opposing team's flag
2. Game: Nothing happens

Exceptional flow b) Team player already carries the flag

1. User: The player tries to pick up the opposing team's flag
2. Game: Nothing happens