**Use Case UC4: Hit an Obstacle**

**Scope:** “Need for Spear”  
**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to hit an obstacle by shooting the enchanted sphere.

**Preconditions:** Player has enough chances to be able to play the game.

**Success Guarantee (Postconditions):** Enchanted sphere hits an obstacle. The obstacle successfully takes the hit damage and the effect based on the obstacle type after the hit happens.

**Main Success Scenario:**

1. Player moves/rotates the Noble Phantasm to adjust the enchanted sphere’s shooting position/direction.
2. Player shoots the enchanted sphere by pressing W or clicking mouse left button.
3. Enchanted sphere hits an obstacle.

**Extensions:**

1a. Noble Phantasm’s position/direction is adjusted incorrectly:

1. Enchanted sphere hits a wall and bounces.
2. Enchanted sphere falls.
3. Player loses a chance.

3a. Enchanted sphere hits a simple obstacle:

1. The obstacle is destroyed.

3b. Enchanted sphere hits a firm obstacle:

1. The number on firm obstacle decreases by 1.

3c. Enchanted sphere hits an explosive obstacle:

1. The obstacle explodes.
2. Obstacle’s remains start falling.

3d. Enchanted sphere hits a gift obstacle:

1. The obstacle is destroyed.
2. A gift box starts falling.

**Frequency of Occurrence:** Frequently.