**Use Case UC8: Pick Up a Magical Ability**

**Scope:** “Need for Spear”  
**Level:** Subfunction

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to touch the box dropped by Gift Obstacle to get a magical ability.

**Preconditions:** Enchanted Sphere has reflected from the Noble Phantasm.

**Success Guarantee (Postconditions):** Noble Phantasm touched the box. The Player gains one of the four beneficial magical abilities or harmful effects for the other Player.

**Main Success Scenario:**

1. The Player makes Enchanted Sphere reflect from Noble Phantasm, aiming to hit a Gift Obstacle.
2. Gift Obstacle gets destroyed and it drops a box downwards.
3. The Player moves Noble Phantasm towards where the box will drop and picks up the box.
4. The player gets one of the four magical abilities: Chance Giving Ability, Noble Phantasm Expansion, Magical Hex, and Unstoppable Enchanted Sphere or an ability that creates a challenge or more obstacles for the other player.

**Extensions:**

\*a. A previously shot Explosive Obstacle’s remains hit the Noble Phantasm:

1. The Player loses a chance.

1a. Player has enough chances to continue, Noble Phantasm will start from the middle and Enchanted Sphere will be thrown perpendicular to the Noble Phantasm.

1b. Player doesn’t have any chances left, the game ends.

1a. Enchanted Sphere misses the Gift Obstacle:

1. Gift Obstacle is not destroyed.
2. Gift Obstacle doesn’t drop the box. The Player cannot pick up a magical ability.

3a. The Player misses the box:

1. The Player cannot pick up a magical ability.

**Frequency of Occurrence:** Occasionally

**Open Issues:**

- What are the abilities that can cause harm to the other player?