**Use Case UC10: Use a Magical Ability**

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

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Uses an ability in the ability pack

**Preconditions:** Player needs to have at least 1 ability in the pack

**Success Guarantee (Postconditions):** Player uses one of the abilities in its pack. Player gets benefits according to the ability type.

**Main Success Scenario:**

1. Player has an ability in the ability pack.
2. Player either presses the ability logo on the screen or presses the corresponding key on the keyboard for the ability that he/she wants to activate.
3. The ability gets activated and Player gets benefits accordingly.
4. The ability pack is updated after activation.
5. The benefits of the ability end after 30 seconds.

**Extensions:**

3a. Player activates the “Unstoppable Enchanted Sphere”:

1. Enchanted Sphere becomes unstoppable and destroys any particle through which it passes.

3b. Player activates the “Noble Phantasm Expansion”:

1. The length of the Noble Phantasm gets doubled.

3c. Player activates the “Magical Hex”:

1. Two cannons that can fire magical hexes which have the same effect of Enchanted Sphere on particles appear on both ends of the Noble Phantasm.

3d. Player actives the “Chance Giving Ability”:

1. Player’s chances increase by 1 if Player has less than 3 chances.

5a. Player has already activated the same ability.

1. 30 seconds gets added to the remaining duration of the previously used ability.

5b. Player has already activated a different ability.

1. Player uses both abilities concurrently.
2. The duration of the previously used ability does not change.

**Frequency of Occurrence:** Occasionally

**Open Issues:**

- None.