Use Case: Primary Action

Summary: The primary action for the player, which is different depending on which hero is used.

 Priority: High

 Extends:
 Includes: CreateBlast

Participators: User

Normal flow of events
Places a bomb

	Actor	System
	Actor	System
1	Player presses his main action key	
2		Places an explosive on the position the character is at.
3	The bomb is detonated.	
4		Detonate the bomb (CreateBlast)

Alternate flows

Flow 2.1: Fires an explosive blast

	Actor	System
1	Player presses his main action key	
2		Fires an explosive projectile from the character position. The player loses one actionpower.
3	The projectile hits an object	
4		Detonate the projectile (CreateBlast)

Flow 2.1.1: Character is facing an object

	Actor	System
2		Nothing happens

Flow 2.2: Smashes the ground

	Actor	System
1	Player presses his main action key	
		Smashes the tile in front of him, creating explosive shockwaves in all directions from that tile except toward the player himself. (CreateBlast)

Flow 2.2.1: Player is facing an indestructible block

	Actor	System
		Nothing happens.

Flow 2.3: Deploys tracking drone

	Actor	System
1	Player presses his main action key	
2		Places an explosive drone.
3		The drone tracks other players.
4		When the timer is out. Destroys the drone and creates an explosion (CreateBlast)

Flow 2.3.1: Current space is occupied by something else than the current player

	Actor	System
2		The explosive can't be placed

Flow 2.3.2: The drone can't find a nearby enemy

	Actor	System
3		The drone tracks nearby destructible block and starts to move against it.
4		The drone creates a blast when timer is out.

Flow 2.3.3: A fireball is thrown

	Actor	System
3		The fireball starts moving in the direction the player is facing
4		The fireball explodes(CreateBlast) when it hits another object.

Flow 2.4: Character has no ammunition

	Actor	System
2		Nothing happens