

Use Case: Create Blast

Summary: A bomb explodes, creating a blast force in all four directions.

Priority: High

Extends:

Includes:

Participators:

Normal flow of events

Something creates an explosion

	Actor	System
1		Explosion tiles spreads in four directions (in a plus shape).

Alternate flows

Flow 2.1: The explosion was caused by a ground pound.

	Actor	System
1		The explosion spreads in all but one direction.

Flow 2.2: Explosion tiles meet indestructible block

	Actor	System
1		The explosion stop spreading in that direction

Flow 2.2: Explosion tiles meet destructible block

	Actor	System
1		The block takes damage. The explosion stop spreading in that direction(EntityTakeDamage)

Flow 2.3: Explosion tiles meet tower

	Actor	System
1		The tower takes damage. The explosion stop spreading in that direction (EntityTakeDamage)

Flow 2.4: Explosion tiles meet player

	Actor	System
1		The player takes damage.