

# Use Case: Secondary Action

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

**Priority:** High

**Extends:**

**Includes:**

**Participators:** User

## Normal flow of events

**Detonates all bombs**

	Actor	System
1	Player presses his main action key	
2		Detonates all bombs the player has placed. If none, nothing happens.

## Alternate flows

**Flow 2.1: Fires a paralyzing beam**

	Actor	System
1	Player presses his main action key	
2		Fires a straight beam that paralyzes everyone touching it.

**Flow 2.2: Pushes destructible block or bomb in front**

	Actor	System
1	Player presses his main action key	
2		Pushes block or bomb in front forward, if any.

**Flow 2.3: Activates a slowing force field**

	Actor	System
1	Player presses his main action key	
2		Activate an aura that follows the player and slows down everyone in its radius except the player that cast it.