Use case: Player Swalloved

Summary: This happens when the player is swallowed by an enemy black hole.

Priority: Medium

Extends: -

Includes: UC Game Over

Participators: The player. The enemy black hole.

Normal flow of events

The player hasn't yet run out of lives

	Actor	System
1		The player is swallowed by the enemy black hole and consequently removed from the stage. "player swallowed" sound effect is played. A life is used up.The player is then respawned at some random, unoccupied space on the map.

Alternate flows
Flow 1.1 The player has run out of lives.

	Actor	System
2.1.1		The player is swallowed by the enemy black hole and consequently removed from the stage. The rest is handled by UC Game over.