

Use case: Swallow Entity

Summary: This is how some black hole swallows another entity on the map.

Priority: High

Extends: -

Includes: Next Level, Powerup

Participators: The player. The swallowed entity.

Normal flow of events

The black hole swallows the entity.

	Actor	System
1	The black hole moves into the entity	
2		The black hole grows, the mass of the swallowed entity is used to calculate how much the black hole thereupon grows. The growth is smooth and is done gradually over time, not in one step. The score of the black hole is also increased, based on the mass of the swallowed entity. If the black hole is player controlled, and If the player has grown big enough then UC Next Level is applied. If player then “grow” sound effect is played.

Alternative Flow

2.1. If The swallowed entity is a powerup. Then UC Powerup is used.(only applicable to players)