

## Use case: Player Swallowed

**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. 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.