

## Use case: PickUpUpgradePoint

Short description: An upgrade point is added to the character's total number of upgrade points.

Priority: Low

Extends or Includes: Extends PickupItem.

Participating actors: Actual player (AP), Player Character (PC)

Normal flow of events

Actor	System
AP picked up an upgrade point.	
	An upgrade point is added to the character's total number of upgrade points.

Alternate flow: No alternate flow.

Exceptional flow: No exception.