

## Use case: PickUpHealth

Short description: An amount of health points is added to the player character.

Priority: Mid

Extends or Includes: Extends PickupItem.

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

Normal flow of events

Actor	System
AP picked up a health box.	
	An amount of health is added to the PC's health bar.

Alternate flow: Not enough of space in health bar.

    If the PC's health and the health box's health is more than the amount...

Exceptional flow: No exception.