

Use case: SpendUpgradePoints

Short description: How AP upgrades his character.

Priority: Low

Participating actors: Actual Player (AP)

Normal flow of events

Actor	System
AP presses the “confirm” key.	
	An upgrade point is applied to the currently selected upgrade and the upgrade is unlocked.

Alternate flow: The upgrade selected is already on maximum level.

 If the upgrade is already maxed out, nothing happens.

Alternate flow:

 If AP has no upgrade points to spend, an error sound is played and no upgrade point is applied.