Use case: SwapWeapon

Short description: How a user swaps weapons
Priority: Low
Participating actors: Actual player (AP)
Normal flow of events

Actor	System
AP pushes the specifically binded key (default 1 through 9)	
	The character changes to specified weapon

Alternate flow: The character tries to change to an already selected weapon, in which case, nothing happens.
Alternate flow: The character tries to change weapon while reloading, in which case, nothing happens.