

Use case: PickUpItem

Short description: How the character picks up an item from the ground.

Priority: Mid

Participating actors: Actual player (AP)

Normal flow of events

Actor	System
AP moves the character on/in front of an item lying on the ground.	
	The item is removed from the game level environment.

Alternate flow: Weapon

 If item is a weapon. See UC: PickupWeapon.

Alternate flow: Health

 If item is a health box. See UC: PickupHealth.

Alternate flow: UpgradePoint

 If item is a upgrade point, see UC: PickupUpgradePoint.

Exceptional flow: No exceptions.