

Use case: PickUpWeapon

Short description: A weapon is added to the character's arsenal.

Priority: Low

Extends or Includes: Extends PickupItem.

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

Normal flow of events

Actor	System
AP picked up a weapon.	
	The weapon is added to the PC's arsenal. See UC: SwapWeapon on how to switch to the added weapon.

Alternate flow: No alternate flow.

Exceptional flow: No exception.