

Use case: DamageEnemy

Short description: How the player damages an enemy.

Priority: Mid

Participating actors: Actual player (AP), Enemy Non-Player Character (ENPC)

Normal flow of events

Actor	System
AP has attacked and connects the attack with the ENPC.	
	The ENPC is damaged. The damage depends on the weapon the player currently uses and any relevant upgrades.

Alternate flow:

If the ENPC's health drops below zero, the ENPC disappears from the level and drops a weapon or upgrade point (or nothing at all).