

Use case: Attack

Short description: How the player attacks (that is, uses his weapon).

Priority: Mid

Participating actors: Actual player (AP)

Normal flow of events

Actor	System
AP pushes the attack button.	
	The player's character swings his weapon if he's wielding a melee weapon (like a sword) or fires it if he's wielding a ranged weapon (like an assault rifle).

Alternate flow:

If the attack connects with an enemy, see UC: DamageEnemy.

Alternate flow:

If the player is using a weapon that uses ammunition and there's no ammunition left in the clip, the weapon will automatically reload, see UC: Reload.

Alternate flow:

If the player is currently reloading his weapon, nothing happens.