

Use case: TakeDamage

Short description: How a user takes damage, (loses health points)

Priority: Mid

Participating actors: Player character (PC)

Normal flow of events

Actor	System
PC connects with hazardous object.	
	The PC loses health points, is knocked back and is turned invincible for a short period of time, (preferably with a graphical indication).

Exceptional event:

The PC's resulting health points are less than 1, he dies (see UC: Die)