

Use case: Reload

Short description: How a user reload his weapons.

Priority: Low

Participating actors: Actual player (AP)

Normal flow of events

Actor	System
AP pushes the reload key.	
	The character reloads the weapon he is currently carrying. When the reloading is finished, the weapon's clip will be fully loaded.

Exceptional flow: The weapon is fully loaded.

If the weapon is already fully loaded, pressing the reload key won't do anything.