

UseCases:

Start

	Actor	System
1	Start Application	
2		Show main menu
3	Klick the start-button	
4		Go to "Choose class"

Movement

	Actor	System
1	Right-click somewhere on the arena	
2		Rotate player
3		Character moves straight to the clicked location

Attack

	Actor	System
1	Left-click somewhere on the arena	
2		A projectile is sent towards the clicked location
3		The projectile disappears when it reaches the clicked location, it's maximum range or an obstacle/player in it's way.

Receive damage / die

	Actor	System
1	Run into a damaging obstacle or get hit by a projectile	
2		The player's health is decreased
3		The player is pushed in the opposite direction
4	Repeatedly runs into an obstacle or gets hit by a projectile	
5		The player's health reaches zero and it disappears

Use skills

	Actor	System
1	Click a skill-hotkey	
2		The skill-image lights up
3	Left-click the arena	
4		The skill is activated towards the clicked location or on it if it's within range

Next round

	Actor	System
1		A notification pops up when the round is over
2	Presses the "Ready"-button	
3		Enters the shop view
4	See UC: Buy from store	
5		See UC: Buy from store
6	Presses the "Ready"-button	
7		The player's name is lit up in the lobby-section
8	Player number one clicks the "Go"-button	
9		A countdown begins and then all players enter the arena, with full health, for a new round

Buy from store

	Actor	System
1	Choose items or skills	
2		Item/Skill description is shown in a square with a "Buy"-button and a cost.
3	Presses the "Buy"-button	
4		Items and/or Skills are listed as owned by the player and can be used during the coming rounds. The cost is deducted from the player's gold

Choose class

	Actor	System
1		Shows the different classes before start
2	Click one of the pictures	
3		The selected class is lit up
4	Choose Single- or Multiplayer	
5		Continue, with the chosen class, to the selected mode

Handle lobby

	Actor	System
1		Show the combined shop and lobby
2	See UC: Buy from store	
3		See UC: Buy from store
4	See UC: Next round	
5		See UC: Next round