

# Use Case: ProgressBar

**Summary:** A bar that shows how many mascots the player have caught.

**Priority:** high

**Extends:** Catch mascot

**Includes:**

**Participators:** The player and the application

## Normal flow of events:

When player catches a mascot a picture of the mascot are added to a bar in the lower area of the screen.

	Actor	System
1	Catches mascot	
2		Adds a picture of the mascot caught to the progress bar

## Alternate flows:

2.1 Progress bar is filled to the maximum.

	Actor	System
2.1.1		Adds a picture of the mascot to the progress bar
2.1.2		Music starts playing and a big pop-up is displayed with congratulations
2.1.3		Returns to the main menu

## Exceptional flow

There is no exceptional flow.