Use Case: ProgressBar

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

**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 catched 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.