Use Case: Attack

Summary: This is how the player attacks (e.g. throws a heavy book at approaching antagonists). UC Move is available before and after this UC, although not to be performed simultaneously – system responds to keys most recently pressed.

Priority: High

Extends: –

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure Attack.

	Actor	System
1	Aims using ARROW keys – locks automatically after each key is pressed	
2	Fires using SPACE key.	
3		Calculates and registers target.

Alternate flows

Flow 2.1: zombie within target area

	Actor	System
2.1.1	Aims using ARROW keys – locks automatically after each key is pressed	
2.1.2	Fires using SPACE key.	
2.1.3		Calculates and registers target.
2.1.4		Zombie object is registered as "hit" and proceeds to "take a nap".

Flow 2.1: no zombie within target area

	Actor	System
2.2.1	Aims using ARROW keys – locks automatically after each key is pressed	
2.2.2	Fires using SPACE key.	

2.2.3		Calculates and registers target.
2.2.4		Feedback: book lands on ground, then disappears. No hit registered.

Exceptional flow

There is no exceptional flow.