

Use Case Name: Consume Collectable	ID: 1	Importance Level: High
Primary Actor: Player	Use Case Type: Overview, Essential	
Stakeholders and Interests: Player – Wants to accumulate points and complete game objective through in game object consumption.		
Brief Description: This use case describes how the game system is modified when the player character interacts with a consumable object within the game context.		
Trigger: Player character interacts with a consumable object, resulting in one or more game system state changes. Type: External		
Relationships: Association: Player Include: n/a Extend: Collect Dot; Collect Fruit; Consume NPC; Use Power Up Generalization: n/a		
Normal Flow of Events: <div><div>1.</div><div>The player actor navigates the game map.</div></div> <div><div>2.</div><div>The player actor consumes one of several possible collectable game objects.</div></div> <div><div>3.</div><div>Depending on the type of collectable object consumed, the game state is modified appropriately.<div><div>-</div><div>If dot is consumed, subflow S-1 is performed</div></div><div><div>-</div><div>If fruit is consumed, subflow S-1 is performed</div></div><div><div>-</div><div>If NPC is consumed, subflow S-1 is performed</div></div><div><div>-</div><div>If power up is consumed, subflows S-1 &amp; S-2 are performed</div></div></div></div> <div><div>4.</div><div>Consumable object despawns from the game space (or returns to central hub in case of NPC).</div></div>		
SubFlows: S-1: In game player score increases (point value increase dependent on consumable object type) S-2: Player actor “attack mode” enacted. Enemies transition to flee behavior and become vulnerable.		
Alternate/Exceptional Flows: n/a		