Use Case: Stepping on spikes

Summary: The main player steps on spikes

  Priority: medium

  Extends: --

  Includes: --

  Participators: Actual player

Normal flow of events

Character steps on spikes.

	Actor	System
1	Player moves over spikes.	
2		the image of the character blinks for a short time.
3		Character becomes "immortal" during this time.
4		A heart is removed from the "life bar".

Alternate flow

  Flow 4.1 The player has no more lives

	Actor	System
4.1.1		(see User Case "game over")

Exceptional flow

  There is no exceptional flow.