

## Use Case: Drop down an item

**Summary:** The main player drops down an item

**Priority:** high

**Extends:** --

**Includes:** --

**Participators:** Actual player

### ***Normal flow of events***

Character successfully drops down an item on a correctly chosen candy monster.

	Actor	System
1	Player presses down arrow key	
2		The chosen item is removed from the character.
3		The item is placed on the specific candy monster standing next to the character.
4		The image of the little candy monster changes so it looks happy.
5		A happy sound is played.

### ***Alternate flow***

Flow 2.1 The character travels in air and tries to drop down an item

	Actor	System
2.1.1		Nothing happens.

Flow 3.1 The character drops down an item in the world.

	Actor	System
3.1.1		The item is placed on the non-empty space (solid ground) that the character is standing on.

Flow 5.1 The character drops down the candy at the last candy monster of the level.

	Actor	System
5.1.1		All movement is disabled.
5.1.2		A “winning sound” is played.
5.1.3		A “level done”-dialog is displayed showing total score and a possibility to go to the next level.

### ***Exceptional flow***

There is no exceptional flow.