

Use Case: Pick up an item

Summary: The main player picks up an item in the world.

Priority: high

Extends: --

Includes: --

Participators: Actual player

Normal flow of events

Character successfully picks up an item

	Actor	System
1	Player presses down arrow key	
2		The chosen item is removed from the ground.
3		The chosen item is placed on the character.

Alternate flow

Flow 2.1 The character is not standing close enough to an item

	Actor	System
2.1.1		Nothing happens.

Flow 2.2 Character steps on spikes

	Actor	System
2.2.1		Character moves in direction of the arrow key (either right or left) onto spikes.
2.2.2		Character blinks for a short time.
2.2.3		Character becomes "immortal" during this time.
2.2.4		A heart is removed from the "life bar".

Flow 2.2.4 There is no hearts left on the "life bar"

	Actor	System
2.2.4.1		Arrow keys are disabled.
2.2.4.2		Character becomes sad.
2.2.4.3		The game ends and a "Game Over"-label is displayed.
2.2.4.4		Screen changes into "Highscore" view.

Flow 2.3 Character moves over empty space (moves over an edge)

	Actor	System
2.3.1		Character moves in direction of the arrow key (either right or left) over an edge.

2.3.2		Character falls down until it reaches solid ground (non-empty space).
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Exceptional flow

There is no exceptional flow.