

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 3.1 The character drops down an item in the world.

	Actor	System
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3.1.1		The item falls downward until reaches non-empty space (solid ground).
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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 score of the level, total score and a possibility to go to the next level.

Exceptional flow

There is no exceptional flow.