

## 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.

### ***Exceptional flow***

There is no exceptional flow.