

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 about a second.
3		Character becomes "immortal" during this time.
4		A heart is removed from the status 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.