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| **Use Case Name:** Collecting Power-Ups | **ID**: 0003 | **Priority**: medium | |
| **Actor:** Player | | | |
| **Description:** | | | |
| **Trigger**:  Type: 🞎 External 🞎 Temporal | | | |
| **Preconditions:**  The player has started the game and has access to power-ups. | | | |
| **Normal Course: Information for Steps:**   1. The player collects the power-up by touching it. 2. The game provides a visual and audio cue to indicate that the power-up has been collected. 3. The power-up effect is activated, such as temporary invincibility, increased speed, or higher jumping ability. 4. The power-up effect wears off after a set amount of time or after the player completes a level. | | |
| **Postconditions:**The player has collected a power-up and gained its effect | | |
| **Exceptions**:  If the player loses a life before the power-up effect wears off, the effect should immediately end and not carry over to the next life. | | |