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| **25.0** | **Pick Up Weapon** |
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| **Purpose:** | Give user options to beat up their enemies |
| **Overview:** | User grabs a weapon and depending on the weapon itself the damage output of the character increased |
| **Type:** | Essential |
| **Preconditions:** | User is controlling their Character. |
| **Postconditions:** | Character is holding a weapon. |
| **Special Requirements:** |  |
| **Flow of Events:** | |
| |  |  | | --- | --- | | **Actor Action** | **System Response** | | 1. User picks up a weapon | 1. Attack stat change 2. New attack animation | | |
| **Alternative Flow of Events**  Line 1: User dies before beating the enemy | |
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