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| **26.0** | **Pick Up Health** |
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| **Purpose:** | Give user a way to regain health that was lost |
| **Overview:** | User walked to a health pack and regain lost health |
| **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 walks up to health pack. | 1. Character health is now at full. | | |
| **Alternative Flow of Events**  Line 1: User dies before picking up health | |
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