**UC 056—** **Pick safes**

**In reach of a safe**

Inside Player Interaction’s in Range of Intractable function, check if the player is within a certain distance to the safe

**Player right clicks on the safe**

Read input inside Player Interaction’s Handle Players Input function

**Read keyboard input from player to pick the lock (See 2.c.ii)**

Read keyboard input inside Player Interaction’s Handle Players Input function