**UC 062—** **Putting out light sources**

**In reach of an extinguishable light**

Inside Player Interaction’s In Range Of Intractable function, check if the player is within a certain distance to the light

**Player right clicks on the light**

Read input inside Player Interaction’s Handle Players Input function, send out a ray cast to the light, get the light’s light component

**Put out the light source**

Deactivate the light component