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# Use case

Interact with Objects/Environment

# Scope

The scope of this use case is the action of the player in the game

# Description

The use case describes the player interacting with objects or the environment

# Flow Description

## Precondition

The player must be alive

## Activation

This use case starts when the player starts the game

## Main flow

1. The player drops in an area of the map
2. The player moves throughout the environment
3. The player comes across an interactable object/environment piece
4. The player holds the interaction key
5. The object is interacted with
6. The player continues playing the game

## Alternate flow (Takes a different path to the main flow)

A1 Use Vehicle

1. The player enters the vehicle
2. The player use the vehicle

A2 Place Bomb/Trap

1. The player equips the bomb/trap
2. The player places the bomb/trap in a suitable location

A3 Inflict Damage

1. The player equips weapon
2. The players fires at enemy player
3. The player inflicts damage on enemy player

A4 Take Damage

1. The player comes under fire
2. The player takes damage

A5 Pick up/Drop Item

1. The system presents the player with the option to pick up the item
2. The player picks up the item
3. The item goes into the player’s inventory
4. If the player has a weapon already equipped it is dropped and replaced with the new weapon

A6 Land in map

1. The player jumps from plane over area of the map
2. The player ejects parachute
3. The player lands in the area they wish to then the use case picks up at Main flow 1

A7 Stay in safe zone

1. The player is progressing through game as the safe zone gets smaller
2. If the player is not in the safe zone he takes gradual damage until he escapes or dies

A8 Use healing items on self/teammate

1. Use case continues from A4 and/or A7
2. The player must have healing item in inventory
3. The player equips healing item
4. The player uses the healing item on self or can be used on teammate if in close proximity
5. The player’s health is restored

## Exceptional flow

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## Termination

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## Post condition

The player continues to play the match