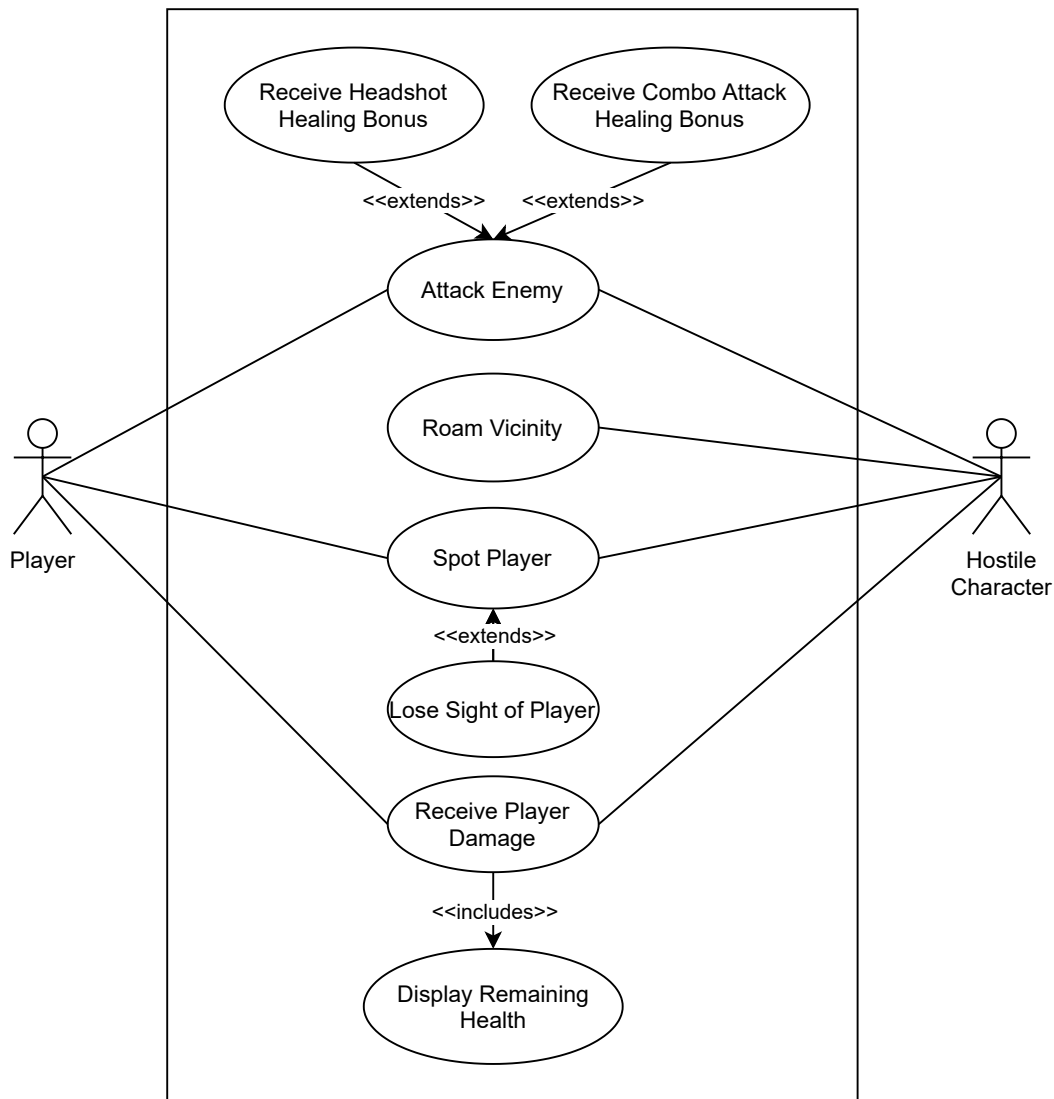


Interaction with Hostile Characters



Use Case: Receive Headshot Healing Bonus

Actors: Player (initiator), Hostile Character

Description: The player attacks the hostile character. If the player selected the ranger class and the attack hits the hostile character's head, the player's health increases a set amount.

Cross Ref.: Functional Requirement 2.1 and 4.3

Use-Cases: Player must have completed Attack Enemy use-case before receiving the headshot healing bonus.