

Use Case: Take item

Summary: Take an item that affects the world or player in a certain way.

Priority: Medium

Participators: Player

Normal flow of events

Take an item.

	Actor	System
1.	Take a change dimension item.	
2.		Remove the item from the world and play sound.

Alternate flows

Flow 2.1

Take a swap dimension item

	Actor	System
2.1		Swap dimension from XY to XZ or the other way around.

Flow 2.2

Take a powerup

	Actor	System
2.2		Change the player's or world property associated with the power up. For example change the gravity.

Exceptional flow

There is no exceptional flow