Use case: Explode Bomb

*This should be max 2 pages. If longer use include (or extend) other use case (i.e. refactor)*

Short description: When a bomb explodes

Priority: high

Extends or Includes: UC Standing on Fire, comes right after UC PutOutBomb

Participating actors

* Player 1

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
|  | A bomb explodes |
|  | Fire is put out accordingly to the players firepower. |
|  | A timer counts down and when reached zero it puts out the fire |

Alternate flow:

|  |  |
| --- | --- |
| Actor | System |
|  | A bomb explodes |
|  | Fire is put out accordingly to the players firepower. |
|  | If fire spreads to an obstacle(Block or Box) it stops spreading further in that direction. If the obstacle is a box the box is turned into fire and destroyed. |
|  | A timer counts down and when reached zero it puts out the fire |

Alternate flow:

|  |  |
| --- | --- |
| Actor | System |
|  | A bomb explodes |
|  | Fire is put out accordingly to the players firepower. |
|  | If fire spreads to a tile where a player is standing the player dies (See UC StandingOnFire). |

Exeptional flow:

Not available