Use case: Put out bomb

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

Short description: Player places bomb

Priority: high

Includes: UC Explode Bomb

Participating actors

* Player 1

Normal flow of events

|  |  |
| --- | --- |
| Actor | System (det som visas på skärmen) |
| Player 1 presses the space key on the keyboard |  |
|  | A bomb is put out on player 1´s avatar position. |
|  | Player 1’s number of available bombs to put out is decremented by one. |
|  | A timer counts down three seconds and then explodes the bomb (see UC Explode Bomb) with the amount of fire that player 1 has picked up as extrafire-powerups. |

Alternate flow:

Not available

Exeptional flow:

Not available