Use case: Standing on fire

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

Short description: Player dies

Priority: high

Includes: UC Explode Bomb

Participating actors

* Player 1

Normal flow of events

|  |  |
| --- | --- |
| Actor | System |
|  | Player 1 is standing on a tile. |
|  | A bomb is exploded on a tile on the same x- and/or y-coordinates as player 1 is standing on. |
|  | Fire is spreading to the position of Player 1 |
|  | The GameOverState is shown |

Alternate flow:

Not available

Exeptional flow:

Not available