

Use Case: Buy Weapon**Summary:** Player buys a weapon from the weapon shop**Priority:** Medium**Extends:** Shoot**Includes:** -**Participators:** Actual Players

Normal flow of events:

	Actor	System
1	Player selects desired weapon from list.	
2	Player clicks "Buy Weapon" button.	
3		Player is given weapon and ammo.
4		30 seconds pass. Game continues.

Alternate flow:

Flow 1.1 Player does not buy weapon.

	Actor	System
1.1		Players is not given a weapon. 30 seconds pass. Game continues.

Exceptional flow:

Flow 2.1 Weapon