Use Case: Shoot
Summary: Player shoots a weapon which creates a moving projectile.
Priority: High
Extends:
Includes: Collision
Participators: Actual Players

Normal flow of events:

	Actor	System
1	Player clicks the shoot button.	
2		Projectile is created. Projectile is given velocity. Shooting sound is played. Player ammo is reduced.
3		Projectile collides with something. Projectile is removed

Alternate flow:
Flow 3.1 Projectile collides with wall or boundary.

	Actor	System
3.1.1		Projectile is removed.

Flow 3.2 Projectile collides with zombie.

	Actor	System
3.2.1		Projectile is removed. Enemy takes damage. Damage animation is played

Flow 3.2.1 Enemy's health is below zero

	Actor	System
3.2.1.1		Enemy is removed. Score is updated.

Flow 3.2.1.1 Enemy is last enemy on map.

	Actor	System
3.2.1.1		Wave is ended. Funds are distributed to players.
3.2.1.2		Weapon shop prompt is displayed. 30 second timer is started. See Buy Weapon Use Case

Exceptional flow:

Flow 2.1 Player has no ammo for current gun.

	Actor	System
2.1.1		Player's current weapon is switched to pistol. No projectile is created.

Flow 2.2 Not enough time has gone by since last shot.

	Actor	System
2.1.1		No projectile is created.