

Use case: *Reloading*

When a user reloads, her character's magazine is filled up to its maximum limit. This will be automatically called if the character shoots its last bullet in the magazine.

Priority: High

Prerequisites: User has **Entered a game**.

Includes: Shooting.

Participating actors

- User
- Game

Normal flow of events

User	Game
The user presses the reload button.	The character's magazine is filled up to its maximum limit.

Alternate flow of events

If the magazine is already full: nothing happens.