

Use case: *Shooting*

The user's character fires bullets in the direction of the mouse.

Priority: High

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

Includes: reloading.

Participating actors

- User
- Game

Normal flow of events

User	Game
The user presses the fire button.	Bullets fly in the direction of the mouse, directed from the character's body.

Alternate flow of events

If character is reloading: does not fire any bullets.

Alternate flow of events

If character fires the last bullet in the magazine: automatically reloads the magazine.