

## Use case: Shoot

### Summary:

The user presses the shoot-key (unknown for now), the tank will shoot and the game will check if something was hit.

### Priority:

High

### Extends:

StartGame (RunGame)

### Includes:

DoTurn

### Participants:

Actual player

### Normal flow of events:

The player fires and hits the ground but misses the targeted enemy tank.

	Actor	System
1	Player <u>presses</u> shoot-key {space}.	
2		<b>Shoot</b> animation plays.
3		<u>Checks</u> if an <b>enemy tank</b> was hit.
4		The <b>shot</b> <u>removes</u> the <b>terrain</b> in the specified area.
6.		<u>Animates</u> the new <b>shape</b> of the ground.

**Alternate flows:**

The player fires and an enemy tank is hit and dies. There are still other enemy tanks left.

	Actor	System
1	Player presses shoot-key.	
		Shoot animation plays.
2		Enemies <u>HP is decreased</u> by numbers, which shows in a box in the top right corner
4		An enemy tank was hit - play "die" animation - and <u>remove tank from field.</u>
5.		<u>Increase</u> player's <b>points</b> by numbers.
9.		<b>Next players</b> turn

**Alternate flows:**

The player fires and an enemy tank is hit and there are no other enemy tanks left.

	Actor	System
1	User presses shoot-key.	
		<u>Shoot</u> animation plays.
2		<b>Enemies HP</b> is <u>decreased</u> by numbers, which shows in a box in the top right corner
4		An enemy tank was hit - play "die" animation - and <u>remove tank from field.</u>
5.		<u>Increase</u> player's <b>points</b> by numbers.
9.		<u>Game ends</u> , <b>winner</b> is shown in a pop up <b>dialog</b> on top of game field.

\*Klasser

\*Metoder