

# Use Case: ChangeCandy

**Summary:** This is what happens if the user presses the key for changing candy.

**Priority:** medium

**Extends:** -

**Includes:** -

**Participator:** Player 1, System

## Normal flow of events

	Actor	System
1	Presses a numeric key n (1-4)	
2		There will be an orange frame around the n:th candy in player1's candy bar.
3		The orange frame around the previously selected candy disappears.

## Alternative Flow

If the player hasn't got access to the candy.

	Actor	System
2.1		Nothing happens.
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