

# Use Case: CS\_ChangePlayer

**Summary:** This is when the user wants to switch the player for which it is upgrading candy in the candy shop.

**Priority:** Low

**Extends:** GoToCandyShop

**Includes:** -

**Participator:** The player, the application.

## Normal flow of events

	Actor	System
1	The user is in the candy shop (UC: GoToCandyShop) and has marked the current player's name. He then presses LEFT or RIGHT arrow key.	
2		If this isn't the only player, the field will switch to the other player (there are max two).