

Use Case: CandyHitsKid

Summary: This is what happens if one of the candies hits a kid.

Priority: medium

Extends: ThrowCandy

Includes: PlayerGetsMoney

Participator: System

Normal flow of events

	Actor	System
1	Collision is detected.	
2		Candy disappears from screen.
3		Kid disappears from screen.
4		Player gets money (UC:PlayerGetsMoney)

Alternative flow

If the kid isn't satisfied

	Actor	System
2.1	Collision is detected.	
2.2		Candy disappears from screen
2.3		Kid's hp meter decreases.

Alternative flow

If the candy was the kid's killer instinct triggering candy

	Actor	System
3.1	Collision is detected.	
3.2		Candy disappears from screen
3.3		Kid's appearance changes to Killer Kid.

Alternative flow

If the candy survives

	Actor	System
4.1	Collision is detected.	
4.2		Candy continues moving
4.3		Kid disappear from screen
4.4		Player gets money (UC:PlayerGetsMoney)