

# Use Case: CS\_ChangeCandy

**Summary:** This is when the user wants to switch the candy which properties he wants to upgrade.

**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 candy's name. He then presses LEFT or RIGHT arrow key.	
2		The field switches to another candy.