Use Case: ThrowCandy

Summary: This is how player one will throw a selected candy.

Priority: High

Extends: StartNewGame, ChangeCandy

Includes: CandyHitsKid

Participator: One player, the application.

Normal flow of events

The player throws a candy, and it will exist and keep on flying until it hits a kid.

	Actor	System
1	The player is in an active game (UC: StartNewgame), and have selected a candy the player owns with its corresponding number (UC: ChangeCandy) (or default candy, if the player haven't changed candy), and then presses the key Space.	
2		Right in front of the player, will a candy appear and start to fly in a specific pattern, which usually is straightly forward.
3		The candy will keep on flying and then disappear if it hits a kid (UC: CandyHitsKid).

Alternate Flows

The thrown candy never hit a kid, and instead flew outside the game window.

	Actor	System
3.1		The candy never hits a kid, and will disappear if it fly outside the game window.