Use Case: KidEntersStore

Summary: When the player fails to protect the shop from the invading kids, and one kid enters the store

Priority: Medium

Extends: -

Includes: FailLevel

Participator: One player, the application.

Normal flow of events

	Actor	System
1	When the player fail to protect the toy shop from an invading kid, and the kid reaches the red-area (toy store).	
2		The remaining life indicator which is shown in top left corner, below current level, will decrease with one.

Alternate Flows

If the player has one remaining lives left, and the player fails to stop a kid.

	Actor	System
2.1		Remaining lives was decreased to zero, then UC: FailLevel.