

Use Case: P1ChangeCandy

Summary: This is what happens if the user presses the key for changing candy for player 1.

Priority: medium

Extends: -

Includes: -

Participator: Player 1, System

Normal flow of events

	Actor	System
1	Presses a numeric key n (1-4)	
2		The background of the n:th candy in player1's candy bar becomes yellow.
3		The background of the prevoiusly selected candy becomes black.

Alternative Flow

If the player hasn't got access to the candy.

	Actor	System
2.1		Nothing happens.
3.1		Nothing happens.

