

Use Case: GainMoney

Summary: This is how the player will gain money, after his candy has killed a kid.

Priority: Medium

Extends: -

Includes: ThrowCandy, CandyHitsKid

Participator: One player, the application.

Normal flow of events

The player throws a candy and it hits a kid.

	Actor	System
1	The player has thrown a candy (UC: ThrowCandy), and it hits a kid (UC: CandyHitsKid), and if the kid is satisfied it will then disappear.	
2		The money indicator in the bar on top of the screen will increase.