

Use Case: CandyHitsKid

Summary: This is what happens if one of the candies hits a kid.

Priority: medium

Extends: ThrowCandy

Includes: PlayerGetsMoney

Participator: System

Normal flow of events

	Actor	System
1	Collision is detected.	
2		Candy disappears from screen.
3		Kid's HP meter decreases
4		Player gets money (UC:PlayerGetsMoney)

Alternative flow

If the the kid is satisfied

	Actor	System
3.1		Kid disappears.

Alternative flow

If the candy made the kid a KillerKid

	Actor	System
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3.2		Kid figure will change form to KillerKid
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