Use Case: Player1GainsMoney

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

**Priority**: Medium

**Extends**: -

**Includes**: ThrowCandy

**Participator**: One player, the application.

**Normal flow of events**

The player throws a candy and it hits a kid.

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|  | **Actor** | **System** |
| 1 | The player has thrown a candy, and it hits a kid, and if the kid is satisfied it will then disappear. |  |
| 2 |  | Then the player will be awarded money, which depends on which kid the player hits. |
| 3 |  | The player will then see his current money in upper right corner be updated with this new value. |