Use Case: ThrowCandy

**Summary:** This is how player one will throw a selected candy, if there exist only one player in an active game.

**Priority**: High

**Extends**: -

**Includes**: StartNewGame

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

**Normal flow of events**

The player throws a candy, and it will exist and keep on flying until it hits a kid.

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| --- | --- | --- |
|  | **Actor** | **System** |
| 1 | The player is in an active game, and have selected a candy the player owns with its corresponding number (or default candy, if the player haven’t changed candy), and then presses the key Space. |  |
| 2 |  | Right in front of the player, will a candy appear and start to fly in a specific pattern, which usually is straightly forward. |
| 3 |  | The candy will keep on flying and then disappear if it hits a kid. |

**Alternate Flows**

The thrown candy never hit a kid, and instead flew outside the game window.

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|  | **Actor** | **System** |
| 3.1 |  | The candy never hits a kid, and will disappear if it fly outside the game window. |