Use Case: UpdateRemainingLives

**Summary:** When the player fails to protect the shop from the invading kids, and one kid

**Priority**: Medium

**Extends**: -

**Includes**: - StartNewGame, KidEnterStore

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

**Normal flow of events**

|  |  |  |
| --- | --- | --- |
|  | **Actor** | **System** |
| 1 | When the player fail to protect the toy shop from an invading kid, and the kid reaches the red-area (toy shop). |  |
| 2 |  | The remaining life indicator which is shown in top left corner, below current level, will decrease with one. |

**Alternate Flows**

If the player has one remaining lives left, and the player fails to stop a kid.

|  |  |  |
| --- | --- | --- |
|  | **Actor** | **System** |
| 2.1 |  | Remaining lives was decreased to zero, then the player has lost the game. |