Use Case Name: Consume Collectable	ID: 1	Importance Level: High
Primary Actor: Player	Use Case Type: Overview, Essential	

Stakeholders and Interests:

Player – Wants to accumulate points and complete game objective through in game object consumption.

Brief Description: This use case describes how the game system is modified when the player character interacts with a consumable object within the game context.

Trigger: Player character interacts with a consumable object, resulting in one or more game system state changes.
Type: External

Relationships:
    Association: Player, GamePanel
    Include: n/a
    Extend: CollectDot; CollectFruit; ConsumeNPC; UsePowerUp
    Generalization: n/a

Normal Flow of Events:
1. The player actor navigates the game map.
2. The player actor consumes one of several possible collectable game objects.
3. Depending on the type of collectable object consumed, the game state is modified appropriately.
   - If dot is consumed, subflow S-1 is performed
   - If fruit is consumed, subflow S-1 is performed
   - If NPC is consumed, subflow S-1 is performed
   - If power up is consumed, subflows S-1 & S-2 are performed
4. Consumable object despawns from the game space (or returns to central hub in case of NPC).

SubFlows:
    S-1: In game player score increases (point value increase dependent on consumable object type)
    S-2: Player actor "attack mode" enacted. Enemies transition to flee behavior and become vulnerable.

Alternate/Exceptional Flows:
    n/a