

# Use Case: PickUpPotion

Summary: This is how the player picks up a potion from the ground.

Priority: Medium

Extends: UC PickUpItem

Includes: UC PickUpSpeedPotion, UC PickUpHealthPotion

Participators: Actual player

## Normal flow of events

A standard procedure PickUpPotion.

	Actor	System
1	Picks up the item (potion).	
2		Potion is registered as picked up. Potion is removed from playing field. Player is affected by property changes.

## Alternate flows

See UC PickUpItem (this UC included).

## Exceptional flow

See UC PickUpItem (this UC included).