

Use Case: PickUpBook

Summary: This is how the player picks up a book from the ground; whether it is one the player themselves have already thrown/fired or one placed on the ground beforehand, and what happens when they do.

Priority: High

Extends: UC PickUpItem

Includes: -

Participators: Actual player

Normal flow of events

A standard procedure PickUpBook.

	Actor	System
1	Picks up the item (book).	
2		Book is registered as picked up. Book is removed from playing field. Ammunition count is increased by one.

Alternate flows

See UC PickUpItem (this UC included).

Exceptional flow

See UC PickUpItem (this UC included).