

Use Case: PickUpHealthPotion

Summary: This is how the player picks up a health potion from the ground, and what happens when they do.

Priority: Medium

Extends: UC PickUpPotion

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure PickUpSpeedPotion.

	Actor	System
1	Picks up the potion (health potion).	
2		The player's amount of lives is refilled by a count of 5, OR until it reaches 10 (full).

Alternate flows

See UC PickUpPotion (this UC included).

Exceptional flow

See UC PickUpPotion (this UC included).