

Use Case: PickUpItem

Summary: This is how the player picks up an item from the ground.

Priority: High

Extends: –

Includes: UC PickUpBook, UC PickUpPotion

Participators: Actual player

Normal flow of events

A standard procedure PickUpItem.

	Actor	System
1	Moves toward object, moving over it.	
2		Item is registered as “picked up” and will be removed from the playing field followed by being added to the player’s properties.

Alternate flows

There are no alternate flows.

Exceptional flow

Flow 1.2: Item fails to be picked up

	Actor	System
1.5.1	Moves towards object, but not properly over.	
1.5.2		Item remains on playing field until being successfully picked up.