

Use Case: TurnOnAndOffFlashLight

Summary: This is how the player operates the flashlight function in-game.

Priority: Medium

Extends: –

Includes: –

Participators: Actual player

Normal flow of events

A standard procedure TurnOnAndOffFlashLight.

	Actor	System
1	Chooses “fear of the dark”-mode when starting a new game.	
2		Loads a dark room.
3	Presses 'F' key.	
4		Flashlight turns on.

Alternate flows

Flow 1.1: Player presses 'F' key multiple times

	Actor	System
1.1.1	Presses 'F' key.	
1.1.2		Flashlight turns on.
1.1.3	Presses 'F' key.	
1.1.4		Flashlight turns off.

Exceptional flow

Flow 1.2: Player presses 'F' key while in lights-on mode

	Actor	System
1.2.1	Presses 'F' key.	
1.2.2		Nothing happens.