Cohort Exercise 4:
Use Case: Light Orb Pick up

Name	Light Orb Pick Up
Objective	To update the status of the user's game character when the user picks up a light orb from a pillar containing the light orb
Pre-conditions	1. The user must be connected to the game room 2. The user must not already be carrying a light orb
Post-conditions	<u>Success:</u> 1. The player picks up the light orb and the player's status is updated as 'carrying' 2. The light orb is removed from the pillar on game map <u>Failure:</u> 1. The light orb does not disappear 2. The user is not carrying anything
Actors	1. Player (User) 2. User interface 3. Pillar
Trigger	When the user is next to a pillar with the orb of light and presses the 'carry' button
Normal Flow	1. The user walks next to a pillar with the orb of light and presses the 'carry' button 2. The pillar's status is updated from 'light' to 'dark' 3. The player's status is updated as 'carrying'
Alternative Flow	1. If the user's status is 'carrying', the light orb will stay on the pillar. 2. The pillar's status stays as 'light' and the user's status stays as 'carrying'
Interacts with	1. Player class 2. User Interface class 3. Pillar class
Open Issues	1. The disappearing of the item and updating of the user's status should be done in 0.5 seconds 2. Disappearing of light orb on the pillar should only be performed when the user's character is touching the pillar carrying the light orb