**UC 8 – Use Potion**

User hovers over potion in inventory slot.

• Unity checks for the player hovering over the UI element.

• Unity update class UIItemInfo class’ update and provides a tooltip with the UIItemInfo class listed information.

User double clicks (LMB) on slot.

• Unity update class stores the UIItemInfo script attached to the game object and proceeds to do an update for GameController class.

• GameController class update alters PlayerManager class to attempt to use the item given a UIItemInfo class information from the game object.

• PlayerManager class checks for the item type and then proceeds to apply the potion using the information given by the GameController class.

• PlayerManager returns nothing to GameController class.

• GameController class proceeds to finish update.