**Carry Victim**

**Use Case:** Carry Victim

**Scope**: Flash Point

**Level:** Subfunction

**Intention in context**: The intention of the player is to carry the victim to safe place, and rescue the victim successfully.

**Primary Actor:** firefighter

**Main Success Scenario**:

1. Move firefighter towards a POI.
2. Reveal a POI in the place where you are

repeat this step until you find a victim.

1. Carry the victim into an empty space or a space with smoke.
2. Victim is rescued when they are removed to a valid space.

* *when in family mode, victims are rescued successfully when they are out of the house.*
* *when in other mode, victims are rescued successfully when they get to the ambulance.*

1. System updates the information
   1. removes the victim from player’s inventory
   2. adds the victim to the list of rescued victims
   3. updated the overview list of POI
2. use case continues at Take Action.

**Extension:**

1a. If the POI is none, then the use case ends in failure.

2a. Carrying a victim through fire will result in failure.

2b. Player doesn’t have enough AP to perform movements and carry a victim, system informs player, and use case ends in failure.

3a. If not in family mode, there is no ambulance when victim is out of the house, use case ends in failure.

**Carry Hazmat**

**Use Case:** Carry Hazmat

**Scope**: Flash Point

**Level:** Subfunction

**Intention in context**: The intention of the player is to carry the hazmat to safe place before it explodes.

**Primary Actor:** firefighter

**Main Success Scenario**:

1. Place the hazmat randomly in the house.
2. Move firefighter towards hazmat.
3. Carry the hazmat into an empty space or a space with smoke.
4. Hazmat is removed when it is carried to a safe space.
5. use case continues at Take Action.

**Extension:**

3a. Carrying a Hazmat through fire will result in explosion, use case ends in failure.

3b. Player doesn’t have enough AP to perform movements and carry a hazmat, system informs player, and use case ends in failure.