**Drive ambulance**

**Use Case:** Drive ambulance

**Scope**: Flash Point

**Level:** Subfunction

**Intention in context**: The intention of the player is to drive the ambulance to specific destination and help firefighter to rescue victim successfully.

**Primary Actor:** driver

**Main Success Scenario**:

1. choose the initial position to place the ambulance.
2. Drive the ambulance to places where you want to go to rescue victim.

*radio the ambulance to move (no need to be in the vehicle) or ride along with the ambulance with 2AP.*

1. System informs player if the victim is rescued successfully.
2. Use case continues at Take Action.

**Extension:**

1a: If ambulance is placed in wrong place, system will inform player to choose other places.

2a: Iffirefighter and ambulance are on the same spot, he can either send the ambulance to next spot or drive the ambulance.If there are two firefighters, two can drive the ambulance, no AP needed for one firefighter.

2b: When the victim is out of the house, if there is no ambulance, use case ends in failure.

**Drive Fire Engine**

**Use Case:** Drive Fire Engine

**Scope**: Flash Point

**Level:** Subfunction

**Intention in context**: The intention of the player is to drive the fire engine and extinguish fire.

**Primary Actor:** driver

**Main Success Scenario**:

1. Choose the initial position to place the fire engine.
2. Drive the fire engines to places where you want to go to extinguish fire.
3. Firefighter fire the deck gun to extinguish fire in random way in the adjacent quadrant.
4. Fire or smoke in the target space, or adjacent four spaces as long as they are not separated by walls are extinguished.
5. Use case continues at Take Action.

1a: If the fire engine is placed in wrong place, system will inform player to choose other places.

2a: Move the fire engine to one parking spot to another spot adjacent to it, otherwise more action points required.

3a: If the firefighter is not in the vehicle, use cases ends in failure.

3b: The firefighter can only fire the deck gun at the adjacent quadrant, otherwise use case ends in failure.

3c: If there is firefighter in the target quadrant, use case ends in failure.