**Use Fire Engine**

**Use Case:** Place Starting Positions

**Scope:** Flash Point

**Level:** Subfunction

**Intention in Context:** Player uses engine to extinguish fire.

**Primary Actor:** Player

**Main Success Scenario:**

1. Player interacts with the fire engine.
2. System detects if Player has enough AP. If not, use case ends.
3. Player informs System the coordinate.
4. System detects if the coordinate is drivable/useable.
5. System informs Player of new game states.

**Extension:**

1a. Drive the Vehicle and Use Desk Gun

3a. For driving the engine, Player selects the coordinate.

For using the Desk, System randomly selects the coordinate.

4a. The eligible coordinate cannot be occupied by other objects. If is ineligible, go back to Step 3.