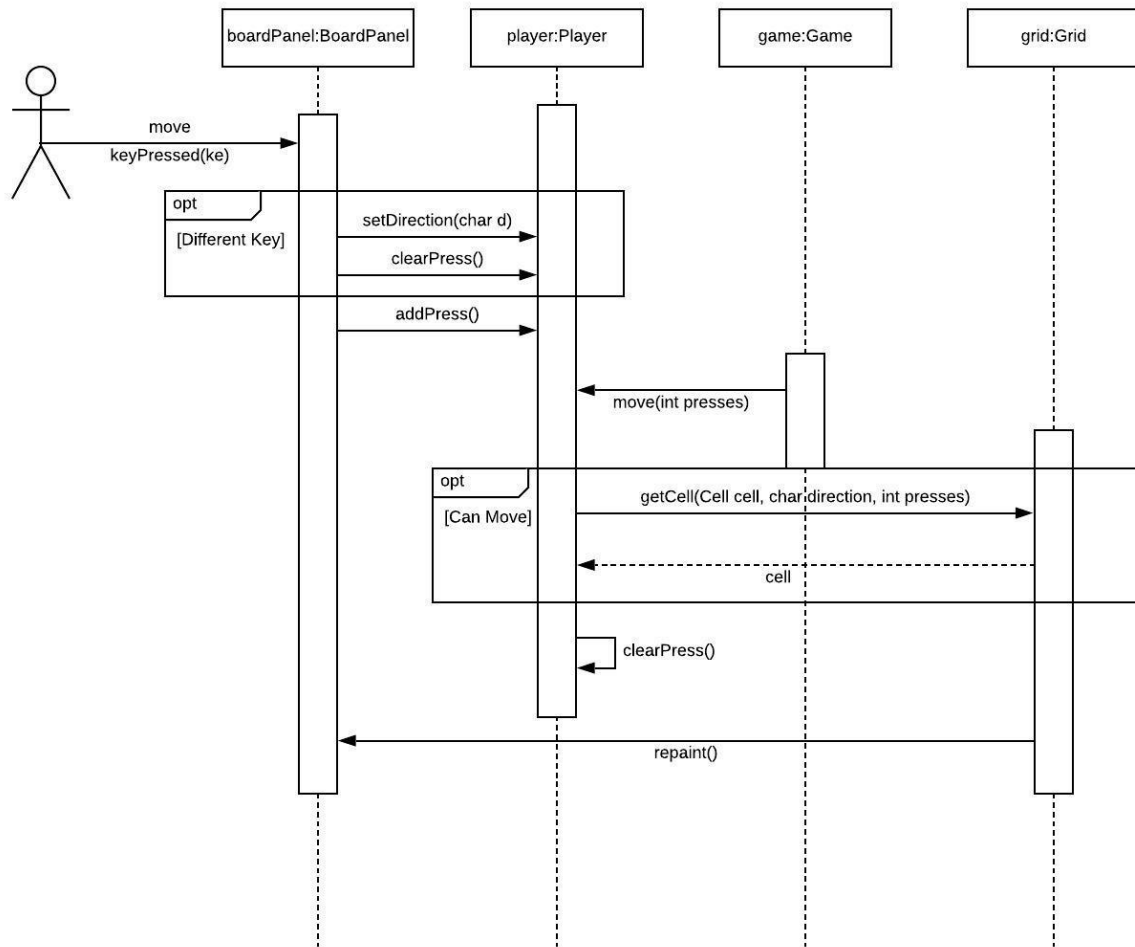


Sequence Diagram: Player Move



Use Case:

Use Case Name	Move the player
Version	1.0
Goal	Using keys to move the player around the map
Summary	As a player, I want to be able to move the player in desired direction using the arrow keys on the keyboard. I also want to be able to move multiple cells by pressing the same key multiple times. I want to do this so that I can move away from the monster to prevent from dying to get higher scores.
Actors	Player

Preconditions	The game has been started and player is alive
Triggers	Player presses the desired key on the keyboard once or several times
Basic Course of Events	<p>The program confirms that the player will stay in bound after the move and has enough energy to make the move.</p> <p>The move is executed, and keypress is reset.</p>
Alternative	<p>The program confirms that the player will be out of bound after the move or doesn't have enough energy to make the move.</p> <p>The move will not be executed, and key press is reset.</p>
Post-conditions	The game refreshes the map to show player icon in the updated cell.
Business Rules	None
Notes	None
Author and Date	Cheng Chen 30/05/2019

State Diagram: Player

