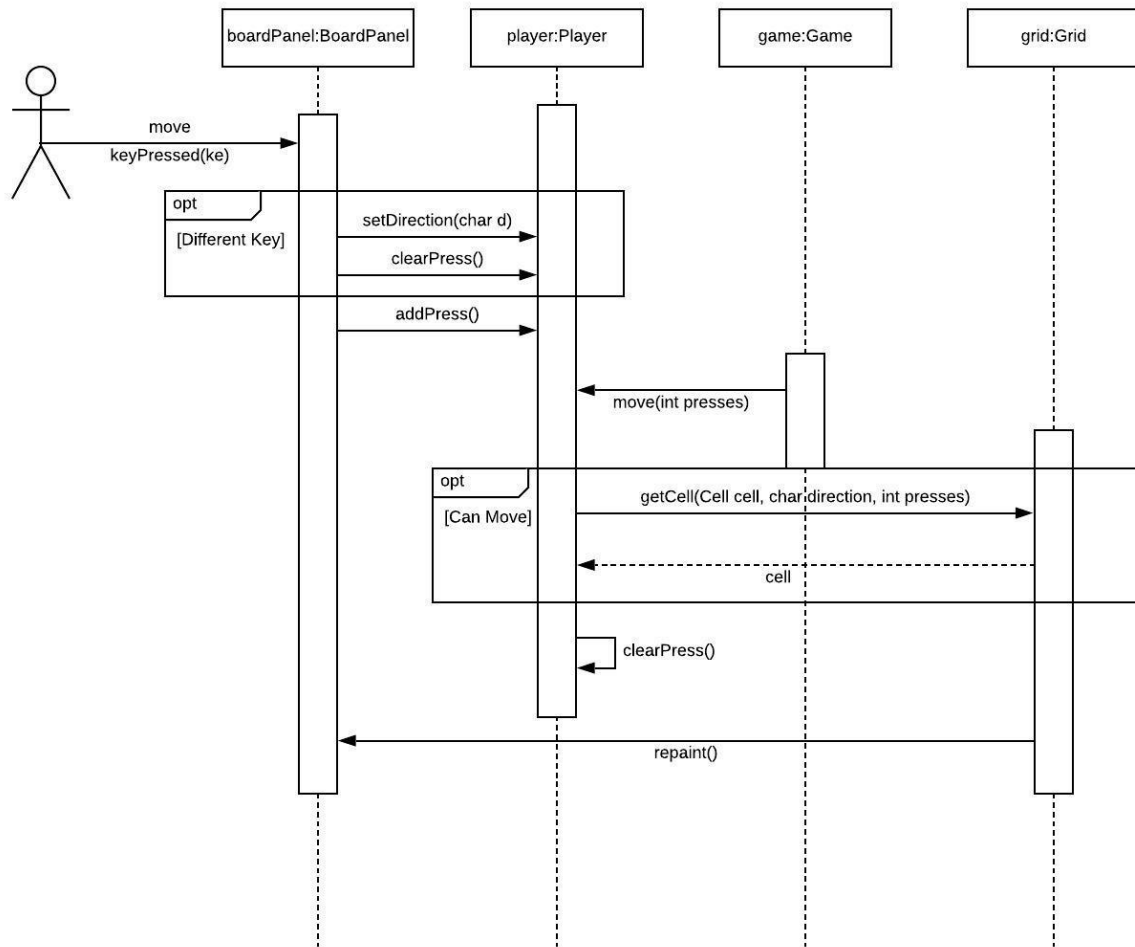


Sequence diagram: Player Move



Use Case: Moving the player around the map

Description: 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.

Precondition: The game has been started and player is alive.

Trigger: Player presses the desired key on the keyboard one or several times.

Normal Path: The player stays in bound after the move.

-Post-condition: The player will be moved to the desired cell.

Exceptional path:

1. The player will be out of bounds after the move.
2. The player will run out of energy after the move.

-Post-condition: The player will stay at the same cell after execution.

State diagram: Player

