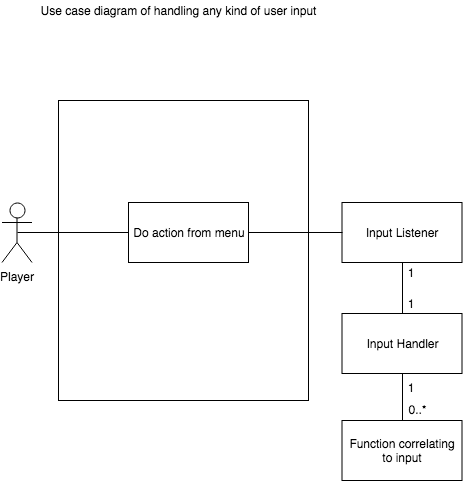
Use Case Document

Purpose: Input handling

Actors: Player

Description: In this diagram I have described the interaction between the user and the system. This was used in my text based Pioneer Trail game.

Flow

* Checks for input
* Sends it to handler
* Handler runs correlated functions
* If function doesn’t exist run exception function
* Function runs
* Input listener is put back in charge