

Use Case: Move

Summary: Player moves

Priority: high

Extends:

Includes: Collides with object, includes jump

Participations: Actual player

Normal Flow: Player hits nothing

	Actor	System
1	Player presses W	
		UseCase: Jump
2	Player presses A	
		Player moves to the left
3	Player presses D	
		Player moves to the right

Alternate Flow: Wall to the left

	Actor	System
1	Player presses W	
		UseCase: Jump
2	Player presses A	
		Player tries to move left, UseCase collide with object
	Player presses D	
		Player moves to the right

Alternate Flow: Wall to the right

	Actor	System
1	Player presses W	
		UseCase: Jump
2	Player presses A	
		Player moves to the left
	Player presses D	
		Player tries to move right, UseCase collide with object

Alternate Flow: Abyss to the left

	Actor	System
1	Player presses W	
		UseCase: Jump
2	Player presses A	
		Player tries to move left, UseCase collide with object
	Player presses D	
		Player moves to the right

Alternate Flow: Abyss to the right

	Actor	System
1	Player presses W	
		UseCase: Jump
2	Player presses A	
		Player moves to the left
	Player presses D	
		Player tries to move right, UseCase collide with object