Use case: GoThroughDoor

Summary: This is how the user travels from one room to another.

Priority: High

Extends: N/A

Includes: N/A

Participators: The one using the system.

Normal flow of events:

The player enters a new room

	Actor	System
1	the actor presses the z-button	
2		the system changes room to the room connected with the door.
3		
4		

Alternate flows
The player cannot go through door.

	Actor	System
1	the actor presses the z-button	
2		The area the character is in is not an door-interact area. The system sets a cooldown on the interact-button.
3		Nothing happens.
4		