

Use case: Move

Summary: This is how the player moves across the game board.

Priority: High

Extends: -

Includes: -

Participants: Actual player

Normal flow of events:

The player moves in free direction

	Actor	System
1	The user presses the arrowkey to move a certain direction	
2		Shows start menu

Alternate flows:

The player tries to move into an obstacle

	Actor	System
1	The user presses the arrowkey to move a certain direction	
2		System plays movement animation but character does not move.