Use case: RunGame

Summary: This is a the usecase that holds all the different actions while the user has a game running

Priority: High

Extends: -

Includes: MoveCharacter, Attack, TakeDamage, KillEnemy, Interact,

Participators: User

Normal flow of events:
The RunGame is done every time the game updates

	Actor	System
1		The system updates the game world
2	-	