

# Use case: Move

This use case describes how a player moves around in the game world

Priority: High

Participating actors

- Player

Normal flow of events

1. User: Player signals that she wishes to move in a direction
2. Game: The game moves the player's character a set amount in the game world in the direction indicated by the player

Exceptional flow a) There is a physical object in the way of the player

1. User: Player tries to move in the blocked direction
2. Game: The game moves the player's character as far as the concerned physics engine allows