**Use Case UC7: Move the Noble Phantasm Horizontally**

**Scope:** “Need for Spear”  
**Level:** User Goal

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to move the Noble Phantasm horizontally.

**Preconditions:** Player has enough chances to be able to play the game.

**Success Guarantee (Postconditions):** Noble Phantasm moves in the direction of the input. If pressed and released, moves only by an offset of L/2 with a speed of L/second, where L is the length of the Noble Phantasm. If pressed down, it moves with the speed of 2\*L/second. (details in supplementary specification)

**Main Success Scenario:**

1. Player moves the Noble Phantasm in the direction specified by input, following the rules of speed.
2. When at the frame’s end, it does not continue to move in that direction.
3. When Player loses a chance, it stops until the game starts again.

**Extensions:**

1a. Player picks up a magical ability that modifies Noble Phantasm’s moving speed: (reference)

1. Player uses the ability.
2. Noble Phantasm’s moving speed is altered for a duration.
   1. Player picks up the same ability.
   2. Player uses the ability before the previous ability’s duration is finished.
   3. Duration is restored.
3. Duration ends and moving speed reverts back to normal.

**Frequency of Occurrence:** Nearly Continuous.

**Open Issues:**

- None.