**Use Case UC9: Rotate the Noble Phantasm up to 45 Degrees**

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

**Primary Actor:** Player

**Stakeholders and Interests:**

- Player: Wants to rotate the Noble Phantasm by up to 45 degrees clockwise and counter-clockwise.

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

**Success Guarantee (Postconditions):** Noble Phantasm rotates by the rate of 20 degrees/second to the direction specified by input. Maximum rotation angle is 45 degrees in both directions. If the input key is released, Noble Phantasm will return to its horizontal position, rotating by the rate of 45 degrees/second.

**Main Success Scenario:**

1. Player presses the input key of rotating the Noble Phantasm.
2. It rotates in the specified direction, with a rate of 20 degrees/second.
3. When 45 degree is reached, the rotation stops.
4. Player releases the key, and the Noble Phantasm starts to rotate back to its original position, with a rate of 45 degree/second.
5. Noble Phantasm stops when it reaches its original horizontal position.

**Extensions:**

4a. Before returning to its original position, another input key is pressed.

1. Noble phantasm starts rotating in the specified direction, with a rate of 20 degree/second.

**Frequency of Occurrence:** Frequently.

**Open Issues:**

- When input key is released and the Noble Phantasm starts to rotate in the opposite direction by the rate of 45 degrees/second, if Player presses the input key in the same direction, will the Noble Phantasm continue to return to its horizontal position, but by the rate of 20 degrees/second?

- What if both keys are pressed?