Use Case: Move

Summary: When a player presses an input key the character should move in the corresponding direction

Priority: High

Extends:
Includes: Player respawn

Participators: User

Normal flow of events

A simple move with no consequences.

	Actor	System
1	Move key is pressed	
2		Player character is moved in the corresponding direction (up, down, left or right).

Alternate flows

Flow 2.1: Player can't move because an object is in the way

	Actor	System
1		Player character remains in its square.

Flow 3.1: Player character is moved into danger

	Actor	System
2		Player character is killed
3		Increase the points of the other team. If points are at win condition for other team, end game.

4		Player character is respawned.