Use case: Move

Summary: This is how the player moves the black hole. How the movement is controlled by the player is as of yet undecided.

Priority: Very high, the most important user case of the application

Extends: -

Includes: Swallow Entity, Collision, Player Swallowed

Participators: The player. The camera. And if you happen to run into some entity, the entity you ran into to.

Normal flow of events

You simply move the black hole and and the camera is moved to keep the player in center(you haven't yet reached the edges of the map). You don't collide with anything, and you don't pickup any powerup.

	Actor	System
1	The player somehow moves the black hole	
2		The system moves the black hole on the map. The camera is adjusted to keep the player in the center of the screen.

Alternate flows

Flow 2.1 Player reaches the end of the map

	Actor	System
2.1.1		The system can no longer keep the player in center, instead it moves the camera as close to the edge as it can.

Flow 2.1.1 The player also collides with the edge

	Actor	System
2.1.1.1		The player collides with the wall. Handled by the physics engine

The rest of the altnerative flows are described in UC Collisions.