Use case: Move

Summary: This is how the player moves the black hole.

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) and a particle effect is used to give user feedback. You don't collide with anything, and you don't pickup any powerup.

	Actor	System
1	The user taps the screen. From the position of the tap a force is applied behind the player, and it is thus sent in the opposite direction of the tap. If setting “mirrored movement” is enabled, then it is instead sent in the direction of the tap.	
2		The system moves the black hole on the map. The camera is adjusted to keep the player in the center of the screen. A particle effect emphasizes movement.

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 is allowed(it must not show what is outside the edge, as the system is not drawing anything outside the edges)

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