Use case: Game Play

Summary: This is basically the main game loop. Here the physics world is updated, the player is moved, the AI of the enemies react to their surroundings and makes an intelligent move.

Priority: Medel

Extends: -

Includes: Move, Enemy move

Participators: The player, the level, and all the entities in the level(enemies, obstacles and powerups)

Normal flow of events

The main game loop. There are no alternativeflows in this user case, as these are handled in the user cases included by this user case. Note that the order in which these steps occur is not at all important; what is important is that each of these steps are performed for each and every iteration of the game loop.

	Actor	System
1	UC Move.	
2		For every enemy in the level, we use UC Enemy Move.
		Now go back to step 1(the conditions for terminating the game loop(game over) is handled by UC Move).