Use case: CollideWithEnvironment

Short description: What happens when the character tries to move into a solid tile.
Priority: High
Participating actors: Player Character (PC)
Normal flow of events

Actor	System
PC tries to move into a tile that is solid.	
	PC's movement is prevented.

Exceptional flow: The tile is hazardous.

      If the tile is hazardous, like if it's spikes. See UC: TakeDamage