

Use case: Move

Short description: How a user moves his/her character.

Priority: High

Participating actors: Actual player (AP)

Normal flow of events

Actor	System
AP pushes either left or right arrow keys.	
	The character moves to the left or to the right depending on what key was pushed.
AP releases the arrow key.	
	The character stops moving horizontally.

Exceptional flow: The character goes into a wall and stops moving. See UC: (DetectCollision)