

Use case: NavigateUpgrades

Short description: What happens when AP navigates the upgrade screen.

Priority: Low

Participating actors: Actual player (AP)

Normal flow of events

Actor	System
AP presses one of the navigation keys.	
	AP's cursor is moved to a nearby node accordingly.

Alternate flow:

If AP tries to move the cursor in a direction that contains no node, the cursor is not moved and a typical error sound is played.